

# Alessandro Ferrari

## Communication Designer ✧ Illustrator

Based in Milan  
[Website](#) ✧ [Linkedin](#)

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Side A

## Professional Experience

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### Senior Communication Designer – [150UP](#)

FULL TIME ✧ MILAN, ITALY ✧ 2019 – now (6Y)

I lead the creation of digital and printed visual outputs for branded projects, from the early concept to the final release. Among the clients I worked with are Alessi, Amazon Studios, Loro Piana, Caffè Moak, Rummo and Nilufar.

PREVIOUS ROLES ✧ **Design Intern** (2019), **Junior Designer** (2019 – 2021),

**Mid-Weight Designer** (2021 – 2023)

### Art Director – [NR Edizioni](#)

FREELANCE ✧ 2024 – now (1Y)

I take care of the art direction and layout design for the covers of the publishing house's various series, from the concept phase to the final print-ready files.

### Adjunct Professor – [IED Media Design](#)

ADJUNCT ✧ MILAN, ITALY ✧ 2023 – now (2Y)

I teach the Computer Graphic 2 class at the Media Design department, focusing on Visual Design and Editorial Design.

### Illustrator

FREELANCE ✧ 2021 – now (4Y)

My cover illustration for the book *L'Italia ha paura del mare: Reportage e saggi dai confini della Penisola* ([NR Edizioni](#), 2023) was selected to appear on [Autori di Immagini's Annual 25](#). I have also collaborated with different cultural associations and institutions including [The Ferrareser](#), [L'Equivoco](#), [Teatro Comunale di Ferrara](#), [Legacoop Estense](#) and [We Reading](#).

## Education

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### Honours MsC degree in Communication Design – [Politecnico di Milano](#)

MILAN, ITALY ✧ 2017 – 2020

My graduation thesis [Partitura ludica. Un approccio linguistico ai paradigmi musicali del videogioco](#) scored a second place in 2021's Archivio Videoludico Award for the best game-related thesis.

### Honours BsC degree in Communication Design – [Politecnico di Milano](#)

MILAN, ITALY ✧ 2014 – 2017

The group project "Clos" I worked on during the Final Synthesis Design Studio was showcased in the collective exhibition *What If* (2017) at OpenDot in Milan.

### Erasmus Mobility Program – [Lahti University of Applied Sciences](#)

LAHTI, FINLAND ✧ 2017

I attended classes from the Graphic Design and Packaging & Brand Design departments. "Beeco", the group project I took part in during the Eco-efficient Packaging course, was exhibited at Packplay 2 in Montreal, Canada (2017).

## Other Experiences

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### Editorial Designer – [Reunite Families UK](#)

FREELANCE ✧ April – June 2025

### Graphic Designer – [The Irish Rock 'N' Roll Museum Experience](#)

INTERNSHIP ✧ DUBLIN, IRELAND ✧ July 2015

## Languages

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Italian / Native

English / Full professional knowledge ([CPE C2](#))

Japanese / Beginner

## Softwares

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I mainly use the **Adobe Suite** (Photoshop, Illustrator, InDesign, Premiere, After Effects) and **Figma** in my daily workflow. I also use **Procreate**, **Keynote**, **Pitch**, **Microsoft Suite** (Word, Powerpoint, Excel) and **Ableton Live**.

## Skills

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I am able to **organise**, **lead** and **cooperate** proactively in team projects, as well as overseeing juniors. I am experienced in **art direction**, **creation of moodboards** and **pitch presentations**, as well as in **creative** and **analitical writing**. I have a good knowledge of **printing processes** and **techniques** and a basic knowledge of **markup** and **web development languages** (HTML, CSS, Javascript/jQuery). I have a strong knowledge of **motion design** and **animation**, and a knack for **typography**.

## Other Activities & Hobbies

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### Music composition and production

I compose and produce music under the monicker Phephra. In 2020 I composed and produced [Insulated Works](#), an EP merging electronic, ambient and fourth world music. I have been experimenting with electronic, ambient, folk and classical music ever since. I also compose music in the independent videogame collective [Villa Delfina](#). In 2023 I [scored](#) the indie game [Gincana](#), taking care of the musical direction, composition, mixing and mastering. I appeared as speaker at Puntuale Festival at BIKO, invited by [19'40"](#), to talk about [Gincana's](#) soundtrack. I have also worked on the soundtrack of our new game [À La Carte](#). I play classical, acoustic and electric guitars.

### Drawing and painting

I have been drawing and painting since a young age. I am skilled in pencil, charcoal, acrylic and oil. I attended drawing and painting classes at Accademia d'Arte San Nicolò in Ferrara, where I perfected still life and landscape painting (tempera & oil), from 2004 to 2014. I currently attend Saturday classes at [Milan Academy of Art](#), developing figure drawing skills and training with different techniques (pencil, charcoal, oil), since January 2023.

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Side B

## Exhibitions

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**Uniti diamo forma al futuro** / Featured illustration  
FERRARA, ITALY ✧ Cortile del Castello Estense  
October 3-5, 2025 / Festival di Internazionale  
Promoted by [The Ferrareser](#) & [Legacoop Estense](#)

**The Ferrareser × Interno Verde** / Featured illustration  
FERRARA, ITALY ✧ Giardino dell'Amore, Palazzo Schifanoia  
May 10-11, 2025  
Promoted by [The Ferrareser](#) & [Interno Verde](#)

**Illustratori all'Opera** / Featured illustration  
FERRARA, ITALY ✧ Rotonda Foschini  
December 2024 - now  
Promoted by [The Ferrareser](#) & [Teatro Comunale di Ferrara](#)

**Illustrated Film Festival** / Featured illustration  
ALESSANDRIA, ITALY ✧ Cinema Teatro Alessandrino  
November 25, 2024  
Promoted by [Inchiostro Festival](#) & [Ottobre Alessandrino](#)

**The Ferrareser - Mostra delle illustrazioni 2024** / Featured illustration  
FERRARA, ITALY ✧ Galleria La Stanza di Lucrezia  
November - December 2024  
Promoted by [The Ferrareser](#)

**The Ferrareser - Mostra delle illustrazioni 2023** / Featured illustration  
FERRARA, ITALY ✧ Laboratorio Aperto at Ex Teatro Verdi  
November - December 2023  
Promoted by [The Ferrareser](#)

**Packplay 2** / Featured project "Beeco"  
MONTREAL, QUEBEC, CANADA ✧ Palais des congrès de Montréal  
October 2017  
Global students' studio exposition

**What If** / Featured project "Clos"  
MILAN, ITALY ✧ OpenDot  
March 2017  
Promoted by Politecnico di Milano, students' studio exposition

## Features

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**Autori di Immagini** ✧ [Annual 25](#) ✧ 2025  
**Artwort** ✧ [Illustrated Interview](#) ✧ 2022

## Awards

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**Premio Archivio Videoludico** / Second Place  
BOLOGNA, ITALY ✧ Archivio Videoludico della  
Fondazione Cineteca di Bologna, Università di  
Bologna, IIDE ✧ 2021

## Appearances

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**Zona Warpa 2024** / Exhibitor (as [Villa Delfina](#))  
MILAN, ITALY ✧ Cascina Torchiera  
September 21-22, 2024  
Showcase of the games [Gincana](#) and [À La Carte](#)

**Gomma Festival 2024** / Exhibitor  
MILAN, ITALY ✧ Mosso  
September 15, 2024

**Puntuale Festival** / Speaker (as [Villa Delfina](#))  
MILAN, ITALY ✧ BIKO  
April 10, 2024  
Appearance at [Arcade Music Vol. I](#), hosted by 19'40"  
(Marcello Corti, Francesco Fusaro,  
Sebastiano De Gennaro, Enrico Gabrielli)

**Zona Warpa 2023** / Exhibitor (as [Villa Delfina](#))  
MILAN, ITALY ✧ Cascina Torchiera  
June 9, 2023  
Showcase of the game [Gincana](#)