

Profile

I am an interaction designer based in Milan and was born in 1998. Since I was 11 years old I, have been programming web languages, making this skill my strong point in project development. Over the years, I have approached different design methods, soon finding the best one that would allow me to implement a project from start to finish even on my own. I have a strong ability in working in teams and coordinating people and projects, as well as having a dialogue with the client. Code, photography, branding and typography for me remain always and only means: my only goal is to create successful experiences that place the user at the center and allow a concept to be directly conveyed. Currently, my main focus is interactive installations, where physical and digital find form together to create a new concept of interaction.



Experiences

Interaction Designer **Dotdotdot**

Milan, Italy
Sept. 2022 — present

Dotdotdot is a leading interaction design studio on the Italian scene. My role has been from the beginning Junior Interaction Designer, with the task of helping the studio in moving from experiences based on very complex programs to experiences totally based on web technologies, but without losing performance and final effect. At Dotdotdot I get to experiment and research new solutions to new problems, as well as take a project forward from the initial brief to the final presentation to the client.

Digital designer **Freelancing**

Milan, Italy
2018 — present

During my studies, I always carved out part of my time for freelancing. This allowed me to apply what I was learning in the design field with the skills I had acquired in previous years. In particular, I collaborated with design studios and individuals on branding and web experiences, as well as in the field of video-making and visual communication.

Internship **The Jack Stupid**

Milan, Italy
January — April 2020

In the 4 months passed by the Jack Stupid, the well-known creative studio, I had the opportunity to support the design, preproduction, production and post-production phases of many projects. In particular, I focused on the part of 3D modeling, video production and subsequent editing of the footage. The experience allowed me to grow a lot on the human and the professional level, in particular regarding to the approach to a new project and to a new client.

Awards, press and other stuff

Core77 Student Winner @ Interaction Design
The Lost Graduation Show @ Salone del Mobile di Milano
Top 8 projects @ The Lost Graduation Show for Azure Magazine
The Next Poster Exhibition @ Designforum Steiermark in Graz
Micromort, the death-based currency project article on DomusWeb
Micromort as case study on SpeculativeEdu
1st place at Nostalgia di Futuro
Merit scholarship at Politecnico di Milano

Educations

Politecnico di Milano
Master's in Digital and Interaction Design 110L/110
Thesis: PAIR - Beyond interaction
Milano, Italy
September 2020 — May 2023

FH Joanneum
Erasmus experience in Interaction Design
Graz, Austria
February 2022 — July 2022

Politecnico di Milano
Bachelor's in Communication Design 110L/110
Thesis: Micromort death-based currency
Milano, Italy
September 2017 — July 2020

Liceo Alessandro Volta
Scientific High School Diploma
Milano, Italy
September 2012 — July 2017

Certifications

Language

Eas Milan
TOEIC English Certification C1
Milano, Italy
July 2020

Skills

Coding

HTML
CSS
JavaScript

WordPress
WooCommerce
Arduino

Visual

Adobe Suite
Da Vinci Resolve
Cinema 4D + Arnold

Soft

Team management
Team building
Effective communicator