



# Giulia Jiangxian Zhu

Visual & Interaction Designer  
| Design Researcher

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**Portfolio:** [Giulia's Portfolio](#)  
**Born:** 24 May 2001, Prato (IT) | Based in Milan, Italy

## Research Focus

- **Human-Centered AI & Design Intelligences**  
Designing intelligent systems that support emotional, mental, and social well-being across cultures, generations, and species.
- **AI for Care & Inclusion**  
Investigating AI's potential as a supportive and accessible tool in healthcare, emotional well-being, and everyday life.
- **Research through Design**  
Using design as a methodology—combining ethnographic insight, prototyping, and speculative practices to examine emerging technologies.

## Hard Skills

- **UI/UX Design:** Figma, Protopie, HTML/CSS
- **Interaction Prototyping:** Arduino, physical computing
- **Research & Writing:** Academic writing, design research, information visualization
- **Graphics & Illustration:** Adobe Creative Suite, Procreate
- **3D & Motion:** Cinema 4D, basic animation
- **Other Tools:** Video editing, data analysis, workshop facilitation

## Soft Skills

- **Project Management**  
Long-term research planning and coordination.
- **Team Collaboration**  
Experienced in intercultural, interdisciplinary teamwork; adaptable in leading/supporting roles.

## Languages

→ **Italian:** Native, **Chinese:** Native, **English:** C1 (IELTS 7.0), **German:** A2

## Publication

→ **DIS 2025 – Demonstrations Track**  
Zhu, G. J., Mou, Z., Cosentino, S., Song, Z., Borsato, A., & Giaccardi, E. (2025, July). Ripples: Voices of the Lagoon—Attuning to Multispecies Justice through Tangible and Embodied Interaction

## Education

- **Politecnico di Milano, Italy**  
MS in Digital & Interaction Design | 2023–2025 | GPA: 28.79/30  
Key Courses: Envisioning AI, More-than-Human AI, UX & Interaction Design
- **Academy of Fine Arts of Bologna, Italy**  
BA in Graphic Design | 2020–2023 | Graduated with 110/110 cum laude  
**Thesis:** Design for Responsible Education - Utilizing design thinking to cultivate critical awareness in childhood  
**Supervisors:** Carlo Branzaglia, Lorella Gasparini

## International Experiences

- **The Hong Kong Polytechnic University, HongKong**  
International Research Summer School (IRSS) | June–July 2025
- **Hochschule Augsburg, Germany**  
Exchange – Communication Design | Winter 2022–2023

## Work Experience

- **Research Apprenticeship – Design Intelligences Lab**  
Politecnico di Milano | March–June 2025
  - Designed the UX/UI and developed the static website (HTML, CSS, JS); supported thematic analysis and report writing for academic research.
- **Visual Designer (Freelance)**  
Sept 2021 – Present
  - Worked with clients and non-profits on inclusive, cross-cultural communication. Designed visual identities and event systems for community events with up to 1000+ participants.
- **Transcriber – Centro Braille San Giacomo, Bologna**  
July 2022 – Jan 2023
  - Adapted school books for visually impaired children, enabling access to education.

## Exhibitions

- **Milan Design Week (FuoriSalone 2025)**  
Ripples – Fabbrica del Vapore, Interdependence
- **360° Design Festival, Hangzhou**  
2024 | Old Time Games
- **Sustainabol – Bologna**  
Design for Responsible Education

## Awards

- **UX Design Award 2025 (New Talent)**
- **ASIA Design Prize 2025 (Finalist)**  
Plus – Everybody Counts – AI health assistant for elderly users
- **iF Design Student Award 2024 (Top 300 / 7070 entries)**  
Più, Touch the Letters! – Inclusive Braille word game
- **Award360° 2024 (Social Design Finalist)**  
Old Time Games – Encouraging adults to reconnect with childhood play