

I'm a designer formed in Italy at Politecnico di Milano and in Barcelona ESDI, now based in London. My background encompasses a variety of media like product design, graphic and animation. I achieved a MA in design at Politecnico di Milano, and my idea of design focuses on finding solutions to solve problems in a creative way. I like to be inspired by watching people's behaviors and elaborate concepts in a multidisciplinary way that mark all my fields of interest. I focus on making usability, communication and interaction between humans and their environment more tangible, emotional and aesthetic.

Personal Information

Name: Simone Nunziato
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Mail: s.nunziato@gmail.com
Nationality: Italian
Date of birth: 13/10/1983 San Benedetto del Tronto (AP)
Website: **designmonitor.com**

Work experience

Date: March 2009 - March 2011
Name of the employer: Unit9 - **unit9.com**
Area: Interactive designer/ animator
Assignment: Interactive Graphic designer and Motion Graphic animator
Type of employment: Permanent job

Date: September 2010
Name of the employer: Eyeball New York - **eyeballnyc.com**
Area: Video concept for new Target ident
Assignment: Art Direction/Treatment
Type of employment: Freelance job

Date: January to February 2009
Name of the employer: On101 - **on101.co.uk**
Area: Interaction design/ animator
Assignment: Video animation and Graphic Design for National History Museum interactive installation
Type of employment: Freelance

Date: February 2006 to July 2008
Name of the employer: April Milano - **april-milano.it**
Area: Graphic designer
Assignment: Handle graphic, presentation and visualization
Type of employment: Collaboration that last till now.

Formation

Dates: 2002 to 2005 - *BA in Industrial Design*
Institute: Politecnico di Milano
Field of study: 100/110
Final thesis: project focus on automotive design concepts for Lancia

Dates: 2006 to 2008 - *MA in Industrial Design*
Institute: Politecnico di Milano
Field of study: 103/110
Final thesis: Project focus on the development of the product intelligence concept.

Awards

Dates: December 2008 - *Techno talents competition*
Institute: Domus Accademy
Description: 2nd place achieved in techno talents award.

Award: FWA
Website: Doritos Dodgeball challenge - *website*

Award: Webby Awards – Online Film & Video: Travel & Adventure
Website: The Bali Temple Explorer - *website*

Courses and workshops

Dates: October 2008 - Interaction objects 1.0
Institute: Università degli studi "La Sapienza", Roma
Description: Exploring the concept of interaction design and learn tools like Arduino (*arduino.cc*) to develop an interactive object.

Dates: March 2007 - *Video editing and post-production*
Institute: Esdi, Barcelona
Description: Post production course using After Effects and Premiere Pro

Dates: June 2007 - *Video & 3d tracking tools*
Institute: Esdi, Barcelona
Description: Motion graphic design tools for camera tracking.

Language known

Main language: *Italian*

Other language:	<i>English</i>	writing & reading conversation	Excellent fluent	<i>TOEFL certification</i>
-Excellent -Good -Basic	<i>Spanish</i>	writing and reading conversation	Excellent fluent	
	<i>French</i>	writing and reading conversation	good fluent	

Skills

Drawing skills:	Sketch	<i>Excellent</i>	
	Tablet rendering	<i>Excellent</i>	
Software known:	<i>2d software</i>		
-Excellent -Good -Basic	Adobe Photoshop/Illustrator	<i>Excellent</i>	Photo-retouch/Illustration
	Adobe InDesign	<i>Excellent</i>	Publishing/Layout
	Adobe After effects	<i>Excellent</i>	Postproduction/composing
	Final Cut Pro/Premiere	<i>Excellent</i>	Editing
	<i>3d software</i>		
	Cinema 4D	<i>Excellent</i>	Animation and modelling
	Softimage XSI	<i>Excellent</i>	Animation and modelling
	Maya	<i>Good</i>	Animation and modelling
	Alias Studio tool	<i>Excellent</i>	Professional modelling tool
	Rhinoceros	<i>Excellent</i>	Professional modelling tool
	Zbrush	<i>Good</i>	Organic modeling tool
	Maxwell Render	<i>Excellent</i>	Photo-realistic rendering
	Boujou/PFTrack	<i>Excellent</i>	Video tracking
	Particle Illusion	<i>Good</i>	Particle simulation tool
	Realfow	<i>Excellent</i>	Particle simulation tool
	<i>Interactive</i>		
	Adobe Flash	<i>Excellent</i>	Interactive animation
	CSS/HTML	<i>Good</i>	Development

Interests

Art, illustration, drawing, fashion, photography, media, music, web, technology, interaction, people

Clients

Adobe, Guinness, Glenfiddich, Toyota, Target USA, Kelloggs, Doritos Uk, Heineken, Philips, Sky News, Pepsi, National Geographic Store, Loro Piana, Prada, Furla, Markus Lupfer, Snob Magazine, iMeet.