

4 January 2004
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Multidisciplinary Communication Designer, currently pursuing a Master's Degree in Digital and Interaction Design at Politecnico di Milano. Passionate about interaction design, visual art and new media art. Approaching design as an inquiry, provoking reflection and merging visual aesthetics with meaningful narratives.

Education

Master's Degree in Digital and Interaction Design (in progress) Politecnico di Milano (IT)	[2026-2028]
Bachelor's Degree in Communication Design (110/110) Politecnico di Milano (IT)	[2023-2026]
High School Diploma in Classical Studies Liceo Classico E. Cairoli, Varese	[2018-2023]

Experiences

Workshop Facilitator Led a one-month training program as a Guest Expert at Liceo Artistico Statale U. Boccioni (Milan), focusing on the integration of AI and gamification in design-based education.	[2026]
Exhibition Designer Managed the setup of the Final Design Studio Lab exhibition "Undeclared" at Dotdotdot. Co-designed the visual identity and spatial layout to convey the core concept of 'hidden conflicts', while overseeing and implementing the interactive visual elements.	[2026]
Guest Reviewer Invited Guest Reviewer for the course "Laboratorio di Metaprogetto" (Communication Design, 2° year, PoliMi).	[2025]
Web Developer Led the UX/UI design and the web development of a design website for the Italian artist Venerus, working in direct collaboration with the artist himself.	[2025]

Languages

Italian	Native speaker
English	B2 PLUS (IELTS 6.5)

Skills

Tools Adobe Creative Suite TouchDesigner Figma Blender DaVinci Resolve Reaper	Coding HTML CSS JavaScript p5.js Arduino (C/C++)	Soft skills Teamwork Cross-disciplinarity Problem Solving Active listening Empathy Lateral Thinking
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