

## EDUCATION

### 2010-2013

Graduate degree in Visual and Multimedia Communication, specializing in interaction design at **luav, University of Venice**.

### 2005-2010

Undergraduate degree in Industrial Design at Faculty of Architecture at **University of Palermo**.

### 2000-2005

Science High School at **Liceo Leonardo, Agrigento**.

## EXPERIENCE

### Works

#### 2012 | 3-month internship

**Interaction and graphic designer** at Roberto Fazio Studio, Bologna. I worked in video editing, websites, graphic design, programming code and modeling and animation 2d/3d.

#### 2009 | 3-month internship

**Graphic designer** at Stand Up Srl, Agrigento. I designed the corporate identity of a travel agency, and the layout of a brochure; I worked on the "Dalla Sicilia, oltre la Sicilia" exhibition.

### Workshops

#### 2012 | two intensive weeks

**Physical computing**, with Giorgio Olivero. I developed an interactive mini-game using Arduino.

#### 2012 | two intensive weeks

**Exhibit 2012 Mobile**, with Daniele Savasta. I designed an inclusive mobile app for tourism.

#### 2011 | two intensive weeks

**Data Visualization**, with Steffen Klaue. I designed a service to control the language in movies, avoiding children's exposure to undesirable content.

#### 2011 | four intensive weeks

**Type Design**, with Luciano Perondi. I designed Tipomundi, an open-source character for maps, using FontLab.

#### 2011 | one intensive week

**Physical Computing** – Energy Consumption Awareness, with Yaniv Steiner. The aim of the workshop was to learn to use Arduino.

#### 2011 | one intensive week

**Exhibit 2011 Mobile**, with Patricia Alonso Arroba, Jan Eckert and Marco Mason. I designed a mobile app for museums and exhibition spaces.

#### 2010 | two intensive weeks

**Creative Coding**, with Till Nagel. I developed a service of data analysis using Processing.

#### 2008 | three intensive days

**More & Less** at Design Department, University of Palermo. The aim of the workshop was to reuse two materials: cardboard and polyethylene. My team designed a game-space for children.

#### 2006 | two intensive weeks

**Disegnare l'identità visiva**, with Leonardo Sonnoli. I developed a lettering for the MUDIPA, museum of Palermo.

## AWARDS

### 2012

Semifinalist in the Mobile Design category of the **Adobe Design Achievement Awards 2012**, for Words Movie Counter project.

### 2011

Semifinalist in the Mobile Design category of the **Adobe Design Achievement Awards 2011**, for elgobo project.

## PROFILE

### Strengths

During my university career I worked on several areas of design: product design, graphic and communication design, interior design and yacht design. But I am particularly interested in interaction and visual design. I'm strong in project management, concept generation, physical computing and prototyping. I like to work in a team because it's good to have someone to discuss ideas with and it's more fun. But I have no problem with working alone and I'm good at working under pressure to meet deadlines. I like wires and circuits and I'm very interested in programming.

### Skills

Strong in Adobe CS6 Suite: After Effects, InDesign, Illustrator, Photoshop, Premiere Pro.

Strong in 3d software: AutoCAD, Rhinoceros; good in Maxon Cinema 4D, V-Ray.

Good in creative coding and physical computing: Arduino, Processing, Xcode (iProcessing); basic in C++.

Basic knowledge of CSS, HTML, PHP.

### Language

Mother tongue Italian. Good in English speaking, reading and writing.

Some of my portfolio can be accessed online at this address: <http://claudiamiliziano.com>

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