

Giuseppe Burdo

Interaction Design and UX teamwork

 giuseppe.burdo@gmail.com  <http://meul.it>

Experience

2011 - currently, Venice & Milan

Interaction Designer, freelance

UX Design and brand interaction in communication, digital products and business transformation for more industries within new and ongoing projects

Jun 2012 - Feb 2013, London

Visual Interaction Designer, Imagini

Concept, lo-fi and hi-fi mockups in the marketing division for VisualDNA internal and clients products
Minor: data visualisations, hackatons member

Jan - May 2012, Modena

Interaction Designer, NIEW Design

Team research, design and production of media screen interfaces for machine operators in Tetra Pak;
Minor: Information architecture, mockups and graphics

Jun - Dec 2011, Venice

Project curator for pigmento

Responsible to make of my project thesis a commercial exhibition. Roles: team building, fundraising, communication, academic publication and two exhibitions

Jul - Sep 2010, Venice

Assistant Exhibition Organiser, Biennial Architecture

Installation for David and Clovers Architects within the Hong Kong Pavillon, online and onsite communication

Jun 2010, Madrid

Design Collaborator, MediaLab Museo del Prado

Member of a physical computing workshop where to mix science, design and art

Jun - Jul 2008, Lucca

User research and design, SCA Hygiene Products

Research, design and prototyping for european consumer tissue markets

Education

Jun 2013, NY, US

ITP Summer Camp, NY University

Major: 3D printing, mobile app design, interactive art
Minor: Laser cutting, CNC, PCB, soft circuits

Apr - May 2013, Waterloo (CA)

Design Residency, REAP University of Waterloo

Design and prototyping of visual composition with Kandinsky art into HTML canvases

Sep 2008 - Apr 2011, Venice

MA Visual Communications, IUAV University (110/110)

Interaction design, graphics and exhibition
Thesis: Design and prototyping of a natural interface based in computer vision for educational purposes

Sep 2009 - Jan 2010, Copenhagen

MSc Medialogy, Erasmus programme

Physical computing, programming, design concept
Major: Brain computer interface for paralysed people

Sep 2004 - Mar 2008, Ferrara

BA Audiovisual and Multimedia Communication (110/110)

Education, communication, video production
Thesis: Touch and Sight in a Virtual Reality application

TALKS / 2016, The other side of design, WUD Rome

WORKSHOPS 2016, Design Match, Treviso

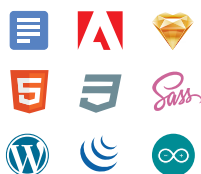
2016, Brand interaction workshop, Verona

2016, Functional branding, Venice

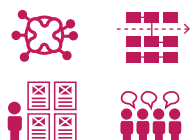
2016, Design principles, Bologna

2015, Treviso Service Design Jam

COMPUTING



DESIGN



<http://servicedesigntools.org/>

BUILDING



MAIN CLIENTS AND AGENCIES

DIESEL, NaturaSI, Isopan, Granarolo, Disney, COESIA, Centro Gruber, Mutti, TIM, Aprilia, Braun, Iilly, Cameo, Silversea, Tetra Pak, SCA, Explora Biotech, Rexa Design, Dorica, Pespow, SME, Banca IFIS, SHADO, H-ART, H-FARM, Dogtrot, Interbrand, Marketing Arena

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