

Luca Giacolini

design | art | technology

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Born in Italy and European as a choice, Luca is a designer with a cross-nations background who does not like to talk about himself in third person.

In my work, I aim at *bridging the gap between emerging technologies and human experience*, utilizing the lens of creativity and speculative thinking. Every single day, I try to put myself in such situations where I am challenged to do something I do not really know how to do. At times, it's enjoyable.

Currently living in Milan, I strive to escape to the mountains for skiing, hiking, and climbing during the weekends.

H-Farm Innovation / MAIZE, senior designer & technologist

Milan-Venice, Italy

spring 2022 - ongoing

_Within a strategic design firm, I work as part of multi-disciplinary groups of consultants who support organizations across fashion and luxury industries such as Bulgari, Max Mara, Loro Piana. My role is to support our clients in crafting immersive brand experiences such as interactive art installations, temporary exhibitions and retail spaces

Carlo Ratti Associati, senior designer

Turin, Italy

fall 2017 - fall 2021

_My role as a designer touched different scales, from product design to interactive installations and interior design. I have worked as a creative lead and a client facing project manager with international organizations such as Google, Lavazza, Eni, Intensa San Paolo, MIT Senseable City Lab

S4FE - safer together, design lead

Turin, Italy

spring 2020 - fall 2023

_S4FE is a Turin-based startup that I co-founded. It consists of an IoT project aiming at using digital metrics in order to analyse the quality of a physical space layout in support of people's wellbeing.

work

Bartlett School of Architecture, UCL, London, UK

2016/2017 *M.Arch. Architectural Design*

_studying interaction between architecture, humans and the role played by technology

Eindhoven University of Technology, Eindhoven, NL

2012/2016 *Cum-Laude B.Sc. Industrial Design*

_focused on tangible interaction design, modelling, fabricating and prototyping

Carnegie Mellon School of Design, Pittsburgh, US

spring 2015 *Exchange at the faculty of Industrial Design*

_semester focused on traditional industrial design research, craftsmanship and interaction design

Fab Lab Toscana, Siena, IT

2016 *Fab Academy by MIT Center for Bits and Atoms*

_semester-long course on advanced digital fabrication

Talent Garden Innovation School, Milan, IT

2019 *diploma on User Interface Design*

_part-time master-course on graphical user interface design and customer journey planning

Capacity building, ORAx! Call, Turin, IT

spring 2019,

_scholarship recipient, part-time classes on project management related to the art and event production

FUSION masterclass, Creative Europe, Limerick, IR

spring 2021

_scholarship recipient, masterclass on designing wearable technology hardware for elderlies

Design Now, Polytechnic of Milan, Milan, IT

2016 *summer school within Polifactory, School of Design*

_scholarship recipient, workshop on designing for urban resilience through manufacturing

education

Design skills

_concept development: brainstorming, co-design ☒☒☒☒☐
 _3D modelling: Solidworks and Rhinoceros ☒☒☒☐☐
 _3D lab prototyping: laser-cutter, CNC mill, 3D printer ☒☒☒☒☐
 _traditional lab crafting ☒☒☒☒☐
 _UI prototyping: Adobe XD, Sketch ☒☒☒☐☐
 _interactions scripting: Arduino, Processing, Max Msp ☒☒☒☒☐
 _web scripting: HTML, JavaScript, D3js ☒☒☒☐☐
 _graphics and layouting: Adobe Illustrator, InDesign ☒☒☒☒☐
 _video editing: Adobe Premiere Pro, After Effects ☒☒☒☐☐

Soft skills

_public events speaking ☒☒☒☒☐
 _project management ☒☒☒☒☐
 _engaging with client/supplier ☒☒☒☒☐

Languages

_Italian, native proficiency ☒☒☒☒☒
 _English, bilingual proficiency ☒☒☒☒☐
 _French, elementary proficiency ☒☒☐☐☐

_ **Squamae**: a Prototype to Compare Physical-based to Graphical-Based Feedback Modalities. In Proc. SIDeR 2016

_ **“Game of Stimuli”**: an Exploratory Tangible Interface Designed for Autism, In Proc. of ECCE 2015

_ **Experio**: a Design for Novel Audience Participation. In Proc. of NIME Conference

_ **Experio**: a laser-triggered dance music generator. In Proc. of the DeSForM Conference

Arduino & IxD Workshop

2018, IED, Turin, IT

Design for a Circular Economy

2019, Istituto Marangoni, Milan, IT

Innovation in exhibition design

2019, YAC Academy, Bologna, IT

Make it, move it workshop

2020, Karlsruhe University of Arts & Design, Karlsruhe, DE

Beijing Design Week, Beijing, CHN

2013 Do Dutch Design exhibition
 _showcasing project Experio

Dutch Design Week, Eindhoven, NL

2014 Technical University of Eindhoven exhibit
 _showcasing project “Experio”

Bartlett B-Pro Show, London, UK

2017 Architectural design master’s exhibit
 _showcasing project “About Us”

Milan Design Week, Milan, IT

2018 DOUTDESIGN @ Zona Sant’Ambrogio
 _showcasing project Jerry

Paratissima Art Fair, Turin, IT

2019 multiversity exhibit @ Cavallerizze Reali
 _showcasing project Experio