

Luca Giacolini_

DESIGN + INNOVATION

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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.

My work lies at the intersection of [technology](#), [art](#), [design](#) and [architecture](#). Every single day, I try to put myself in such situations where I am challenged to be a trans-disciplinary designer. I can be a digital fabricator now and be a UX/UI designer in a few hours. I can be a creative technologist today and be an architectural designer tomorrow. Currently, I am based in Turin, Italy, where I work as an interaction designer at [Carlo Ratti Associati](#).

Carlo Ratti Associati, interaction designer

fall 2017 - current

as part of the interaction design team, my role is to generate ideas, prototype and supervision fabrication and installation.

I have put my hands on:

_Sailing beauty, Italian pavilion at Expo 2020, an italian

_Paint by Drone, an art installation in which automated drones spray-paint onto vertical surfaces

_The Circular Garden, an architectural installation fabricate with the use of mushrooms as sustainable material

_The Dynamic Street, a prototype of modular and reconfigurable road built for Sidewalk Labs in Toronto

Zona Martiska, interaction designer

spring 2019 - current

_Zona Martiska is an interactive performance part of "ORAx! Call for creative ideas". My role was to design and prototype the technological part interaction between the dancers and the built environment

University of Siena, assistant researcher

fall 2014

_internship focused on designing an interactive game for children with autism at the Robotics & Learning Technologies laboratory, department of Cognitive Sciences

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

2015 university exchange at the faculty of Industrial Design

_semester focused on 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

Design Now, Polytechnic of Milan, Milan, IT

2016 summer school within Polifactory, School of Design

_scholarship supported week long workshop on designing for urban resilience through manufacturing

inFORMed Bio matter, digifabTURING, Turin, IT

fall 2019

_robotic 3D printing of mycelium-based composite material

Capacity building, ORAx! Call, Turin, IT

spring 2019

_part-time classes on project management related to the art and event production

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, Beijing, CHN

2018 DOUTDESIGN @ Zona Sant'Ambrogio

_showcasing project Jerry

Paratissima Art Fair, Turin, IT

2019 multiversity exhibit @ Cavallerizze Reali

_showcasing project Experio