

FILIPPO CUTTICA - INTERACTION DESIGNER

ROME - LONDON - COPENHAGEN

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EXPERIENCE

2011+

Freelance Interaction and User Experience Designer at Bruce Mau Design

Working with a team of designers located across Europe, with direct responsibility for the UX and Interaction Design of a web-based service

2011+

Freelance Interaction and User Experience Designer at BBH

Directly responsible for the Interaction Design and UX of several web and mobile projects. Working closely with the creative direction and production team, I was responsible for wireframing the entire UX flow and conceptually streamlining the user journey, all to a very tight deadline

2010

Industry projects with LEGO and VELUX

Working in an interdisciplinary team with industry briefs, from initial research stage to future vision and solutions. This involved communication with clients, research planning and implementation using relevant user-focused tools and methods

2009

Eurasnet (www.eurasnet.info)

Realization of an advertising campaign for a technical course

2008

Science Meets Society (sms.prbb.org)

Creation of the visual identity

2008

Slamp s.p.a. (www.slamp.com)

Internship - From market research to concept creation and prototyping of a desk lamp

2007

Gangemi Editore

Graphic and editorial design of the book "L'apostolo del bello, ultimo dandy" written by Maria Perrone Policicchio

EDUCATION

2009 - 2010

CIID - Copenhagen Institute of Interaction Design

2005- 2008

Istituto Superiore per le Industrie Artistiche, Rome - ISIA Roma Design

2003-2005

Course of Arti e Scienze dello Spettacolo - Faculty of Scienze Umanistiche - University La Sapienza, Rome

EXHIBITIONS

2010

Salone del Mobile di Milano - FuoriSalone

Work exhibited: "The Scarf", an assistive scarf for partially-sighted people.

May 2007 – ongoing

Member of artist group IOCOSE (iocose.org)

Works exhibited at

Premio Arte Laguna, Nappe dell'Arsenale, Venice, Italy;

Info Bomb, Festival Nrmal, Monterrey, Mexico;

Identités Précaires, Jeu de Paume, France;

TATE Modern, London;

Circulo de Bellas Artes, Madrid;

The Gallery @ Goldsmith, London;

The Influencers, Barcellona, Spain;

E-Volution, Milan, Italy;

Milano in digitale 2007 and 2008, Milan, Italy;

Pixelpoint 2008 and 2009, Mestna Galerija, Nova Gorica, Slovenia;

Museo di Arte Moderna di Mantova, Mantova, Italy;

Node Festival, Istanbul, Roma and Bologna;

Feel the Machine, GUM Studio, Carrara, Italy;

Tutto quello che diciamo e' falso, Bologna, Italy.

Curated workshops: Auto-Formazione, Accademia di Belle Arti di Brera,

Milano, Italy; MenoPausaPranzo, AreaOdeon gallery, Monza, Italy;

PRIZES AND AWARDS

2010

Rolex Award for Enterprise 2010 Young Laureates Programme

Finalist

2008

Samsung Young Design Award

Special Mention of the Jury

OTHER ACTIVITIES

June 2009

Transistor Workshop - Distributed post-production techniques in the field of visual and special effects

CHARACTERIZING SKILLS

Idea sketching, concept development, analysis + problem framing, user research, experience prototyping and user testing, user scenarios, transmedia and participative storytelling, wireframing, Service Design, GUI, TUI, User Experience

OTHER SKILLS

Idea communication (both user and client's side), team building, blueprinting and systemic thinking, information architecture, visual design, physical prototyping, physical computing, drawing and illustration, storyboarding, video editing

SOFTWARE&PROGRAMMING

Photoshop, Illustrator, Indesign, After Effects, Premiere, Final Cut, Flash, Dreamweaver, Autocad, Rhinoceros, Processing, Arduino API, Html/CSS, Omnigraffle

OTHER INTERESTS

The Arts, creativity in general, music, technology and its relation with humans, comics, photography, videogames, critical theory, food, traveling, bikes, typography, systems of believes, human brain and perception, science fiction