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date of birth
06 jan 2001

profile

Coder, graphic designer and audiovisual artist applying CGI and game engine methodologies to interdisciplinary, research-based film-making and design.

In my work, I explore the operational logics of digital and infrastructural systems designed to render legible phenomena lying beyond the threshold of human perception.

education

Geo—Design (MA) (cum laude)
[Design Academy Eindhoven](#) | Eindhoven (NL), 2024—2026

Arts Numériques (BA)
[École Supérieure des Arts Saint-Luc](#) | Bruxelles (BE), 2023

Communication Design (BA)
[Politecnico di Milano](#) | Milan (IT), 2020—2023

High School
Liceo Classico Statale [Giosuè Carducci](#) | Milan (IT) 2015—2020

High School,
Mater Academy High School | Miami (FL) 2015—2020

professional experiences

Unreal Engine Tutoring
[Rijks Akademie](#) | Amsterdam (NL), July 2026—September 2026

Visual / Interaction / Exhibition Design
[camerAnebbia](#) | Milan (IT), July 2023—July 2024

Graphic / Editorial Design
[oilinwater](#) | Bruxelles (BE), Apr 2023—July 2023

Freelance Graphic Design
[The Van Group](#) | Milan (IT), September 2022—December 2022

languages

Italian—native speaker
English—fluent
French—intermediate