



Gabriele Bertini

Industrial/Product Designer

Contact

✉ gabrielebertini@mail.com

☎ +39 3405188327

📍 Via Torelli Viollier 43, Milano, 20125

🌐 www.gabrielebertini.com

DOB 18 June 1997 – Milano, IT

Profile

Motivated and energetic Industrial designer/engineer with 3+ years of experience managing the complete design process, from conceptualisation to delivery. Skilled with Adobe Creative Suite (Illustrator, Photoshop, InDesign), 3D softwares (Solidworks, Rhinoceros, Fusion360) and prototyping techniques (3D printing, foam working, wood working). Interested in pushing the boundaries of product design and problem solving to help brands and their products stand out. Currently looking for new opportunities and adventures to learn from and innovate through products.

Education

2020 - 2022
Master's in Industrial Design and Engineering
Politecnico di Milano
Location – Milano, Italy

2016 - 2020
BFA - Industrial and Product Design
Savannah College of Art and Design
Location – Savannah, USA

2013 - 2016
Product Design A-level certification
2015 Product Design Award
Mount Kelly
Location – Tavistock, United Kingdom

Work Experience

- 2022
Current
- **Industrial Designer/Engineer & Graphic Designer**
Baci Milano
- As a member of the design team at Baci Milano, I take part in the development of various products, graphics and communication projects.
 - In charge of the 3D modelling and visual development of different products for the purpose of injection manufacturing and other manufacturing processes.
 - Developed multiple successful projects from concept to market that included multiple industries.
 - Planning and organising of different photoshoot and videoshoot for our products to be utilised for marketing and communication purposes.
- 2021
2022
- **Industrial Designer/Engineer**
Studio Volpi
- As part of the industrial engineering team I was tasked to produce high quality and production ready material for different projects using my skills and knowledge with Solidworks.
 - Utilizing Solidworks to create assemblies of different parts, using the product anatomy rules and molding analysis to ensure a successful manufacturing process.
 - Took charge of creating multiple visual presentations for different projects, with attention to detail and precision for reviews from the team and the clients.
- 2020
2021
- **Industrial Designer/Engineer**
Cleal
- Worked directly with the founder of the startup to design and engineer a skincare machine following a specific brief and design language for the brand.
 - Created a complete and detailed CAD model along technical drawings for prototyping of the product.
 - Developed different renders and a video showcasing the design of the product, this material was later used for marketing purposes.
- 2016
2019
- **Freelance Graphic Designer / Packaging Designer**
SR Studios
- Worked with multiple clients to develop their graphic design needs such as logo design, brand identity, packaging labels, print design and web design as well as web development.
 - Created design concepts, designed catalogs and significantly modified existing designs for different clients around the world.
 - Produced multiple ready for print designs as well as logos for different brands to be used in marketing materials.

Skills

Design

- Research methods
- **Concept development**
- **3D modeling**
- **Rapid prototyping**
- **Rendering**
- Visual presentation

Languages

- **Italian - Native**
- **English - Fluent**
- German - Beginner

Software

- **Solidworks**
- Fusion360
- **Rhinoceros**
- **Keyshot**
- **Adobe Suite**
- Microsoft Office

Soft Skills

- Time management
- **Teamwork**
- **Attention to detail**

Prototyping

- **Foam prototyping**
- Wood prototyping
- Metal prototyping
- Plastics prototyping
- **3D Printig**
- Laser Cutting

- **Problem solving**
- Ambition
- Leadership skills