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# Michele Graffieti <sup>HE/HIM</sup>

## Design Lead and Visual Artist.

Areas of expertise include UX/UI, Information Design, Data Visualization and Cinema Studies. Trained in Graphic Design, with a background in theater and a brief experience as elected council member.

His artistic practice operates as a meaning-making process of visualization of phenomena, through the ideal model of the Panorama.

PROFESSIONAL EXPERIENCE	ROLE
09.2013 – present	Freelance Product & Information Design, NYC Selected clients: Netflix, Jonathan Safran Foer, Sierra Pettengill, Slanted Studios, Sciences Po Paris (Paris, France), Topography LLC, Care/of, Accurat, Zago LLC, BlueLabs Analytics (D.C.), Audi, GoldBean Co.
06.2022 – 10.2022 <small>CONTRACT</small>	Product Design – New York City Office of Technology and Innovation, NYC UI/UX and research for alpha version of <i>mycity.nyc.gov</i> .
06.2019 – 05.2022	Head of Design – Scatter, NYC Product Design Lead for Depthkit software, Art Department for original XR film productions, Visual Communication for the studio.
06.2015 – 03.2017	Product Design Lead – Out of the Box Software Inc., NYC Lead interaction designer and co-founder of Espresso Messenger.
01.2008 – 08.2013	Freelance Information Design – Milan, Italy Selected clients: Domus Magazine, Wired Magazine, Greenpeace UK, Make in Italy Foundation, Musei Civici di Reggio Emilia, Comitato Italia 150.
08.2011 <small>CONTRACT</small>	Visiting Graduate Researcher – Stanford University, CA Stanford Humanities Center (SHC), Design and Development of a Narrative Panorama within the Mapping the Republic of Letters project.
12.2007 – 09.2011	Undergraduate Researcher – DensityDesign Research Lab, Milan Applied Research on Data Visualization, Complexity, Diagrammatic design.
04.2008 – 11.2008	Web and Information Design – Corriere della Sera, Milan Member of the newsroom, Design and Development for 2008 US Presidential Elections online coverage interactive web features.

EDUCATION	DEGREE
2006 – 2011	Master of Science in Communication Design <sup>110/110 Summa Cum Laude</sup> School of Design, Politecnico di Milano (Milan, Italy)

EXHIBITIONS SELECTED

## INFO

06.29 - 10.13.2024	International Architecture Biennale Rotterdam (Rotterdam, NL)
02.01 - 02.05.2023	Transmediale: a model, a map, a fiction (Akademie der Künste - Berlin, DE)
06.09 - 06.20.2021	Tribeca Film Festival (New York City, NY)
01.28 - 02.03.2021	Sundance Film Festival (Park City, UT)
12.12.2019	Volumetric Filmmakers NYC (30 Hudson Yards - New York City, NY)
11.13 - 11.25.2015	Make in Italy (The Italian Cultural Institute - New York City, NY)
05.01 - 10.31.2015	Expo Milano 2015 (Space NE09 TIM Pavilion - Milan, Italy)
10.02 - 10.05.2014	Maker Faire Europe (Auditorium Parco della Musica - Rome, Italy)
03.06 - 03.06.2014	Beautiful Information (via Dante - Milan, Italy)
02.09.2013 - present	Musei Civici di Reggio Emilia (Reggio Emilia, Italy)
09.03 - 09.05.2012	Kaijūscope (San Francisco and Berkeley Arts Festival, CA)
03.17 - 11.20.2011	Esperienza Italia 150 (Officine Grandi Riparazioni - Turin, Italy)
08.03 - 08.07.2009	SIGGRAPH 2009: Emerging Technologies Pavillion (New Orleans LA)
11.03 - 11.18.2008	Visualizar'08 - Database City (Medialab Prado - Madrid, Spain)

GENERAL SKILLS SELECTEDTECHNICAL SKILLS SELECTED

## LANGUAGES

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**Graphic Design**

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**Adobe Creative Cloud** ADVANCED

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**Italian** NATIVE PROFICIENCY

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**Information Design / Dataviz**

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**Figma** ADVANCED

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**English** BILINGUAL PROFICIENCY

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**UX / UI**

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**Sketch** ADVANCED

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**Spanish** ELEMENTARY PROFICIENCY

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**Critical Thinking**

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**HTML 5 / CSS 3** INTERMEDIATE

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**French** PASSIVE PROFICIENCY

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**Visual Communication**

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**Principle** INTERMEDIATE

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**Photography**

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**Blender** BEGINNER

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