



Giovanna Nicosia

BORN :: 1980, Caltanissetta (Italy)
LIVE :: Helsinki
HOMETOWN :: Santa Caterina Villarmosa (CL)

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EDUCATION

2008 :: IUAV - Faculty of Arts and Design :: Venice
Master degree in Visual and Multimedia Design
Thesis about : "Sketch a tune - interactive web radio community"
Supervisor: Gillian Crampton Smith

2005 :: Academy of Fine Arts :: Florence
Bachelor in Painting
Thesis about : "Abito e artista - casamorbida&altro"
Supervisor: Laura Vecere

2004 :: TAIK - University of Arts and Design :: Helsinki
Fulltime exchange student in the School of Visual Culture/
General Education in Fine Arts, Art History and Art Theory

2002 :: Itis Meucci :: Florence
Cad Cam Design Certificate

1999 :: Istituto Alessandro Manzoni :: Caltanissetta
Secondary High School Diploma in Psychology and
Pedagogy

WORK EXPERIENCE

2009 (actually) :: Fjord Oy :: Helsinki
Visual / Interaction designer

2009 :: Dolce&Gabbana :: Milan
Creative / Interaction designer

2008 :: Dolce&Gabbana :: Milan
Interaction designer (stage)

2007 :: Fabrica :: Treviso
Interaction designer (stage)
Interactive Department in collaboration with Andy Cameron

2003 :: Ecomondo :: Rimini
Interior designer
International Trade fair on material & energy recovery

2003 :: Liz club alias Echoes :: Riccione
Interior designer

2002 :: Freeshout Festival :: Prato (Florence)
Art director

2002 :: Euromodelli :: Calenzano (Florence)
Cad-cam designer

WORKSHOP AND COLLABORATION

2009 :: Interaction Design Lab :: Milan
Interaction Designer as a freelancer

2009 :: Homeless World Cup :: Milan
Graphic Designer as a freelancer
A global football tournament as a trigger to inspire and energise
people who are homeless to change their own lives.

2008 :: Faculty of Arts and Design :: Venice
Videomaker
Egle Renata Trincanato, la forza della leggerezza
Video documentary in collaboration with Massimo Magri

2008 :: Macaco Records :: Venice
Graphic Designer
Merchandise for Grimoon indie band

2007 :: Faculty of Arts and Design :: Venice
Videomaker
Teach me 4 - some music
Design Festival in collaboration with Studio Camuffo

2008 :: Faculty of Arts and Design :: Venice
Randomclapping
The 1st IUAV Interaction Design student website

2007 :: Villa Franchin :: Mestre
Radioscarico
Web radio production

2007 :: Faculty of Arts and Design :: Venice
Homebrew Wii: Build Your Own Wii Controller
A week dedicated to build an own Wii remote and to design
an original Wii mini-games in collaboration with Yaniv Steiner

2005 :: Officina Giovani - Ex Macelli :: Prato
F.8 - Tutto aperto: foto, video e singolarit ottiche
Photography workshop in collaboration with Giovanni Ozzola

2004 :: TAIK - University of Arts and Design :: Helsinki
Ecology, tradition and design
Studies and experimentations with Finnish folk tradition in fashion

EXHIBITIONS

2009 :: Media Mediterranea 11 Festival :: Pola (Croatia)
Stolentelling Interactive Installation
Adventures of some words and videos at the level of the unconsciousness. At night, when a dream is called Finnegans Wake.

2008 :: Piaggio Museum :: Pontedera
Creativity Award
Sketchatune project selected for the exhibition

2008 :: Biennale di Architettura :: Venice
Made in luav
Sketchatune project selected for the exhibition

2004 :: TAIK - University of Arts and Design :: Helsinki
Ecology, tradition and design exhibition
Fashion design from different folk traditions

2003 :: Castello Aldobrandesco :: Arcidosso (Fi)
Praticare il quotidiano
Art exhibition curated by Laura Vecere

2003 :: TRA art :: San Quirico d'Orcia
Cantiere d'arte contemporanea Remo Salvadori
Art exhibition

2003 :: TRA art :: Prato
Networking - the cities of people
Art exhibition curated by Marco Scotini, in collaboration with Superflex

2003 :: Spazio Alcatraz - Stazione Leopolda :: Firenze
Contested space - Urban action day
Art exhibition curated by Marco Scotini

SKILLS

I am a multi-disciplinary designer specialized in creative direction, communication design and interaction design, in particular regarding the following activities:

- Visual Interface Design for mobile, touch screen, interactive TV, web site and other cutting edge platforms
- User Experience (UX), usability and ethnography
- Design research
- Explore design concepts using tools such as storyboarding, page flows, wireframes, interactive prototypes, quick and dirty mockups
- Present work-in-progress and final design deliverables to client teams
- Helps companies create meaningful ideas, designs and experiences that consumers crave
- Filmmaking
- Illustration

(OS e Win) Illustrator, InDesign, Photoshop, Office, Final Cut, After Effects, Flash Mx, Dreamweaver, FTP Software, CSS e HTML, Basic programming language, Processing, Pd-pure data (basic), MAX (basic), Audacity, other open source software, sensor and ubiquitous technologies (Arduino), hand craft prototypes in different materials.

Languages ::
Mother tongue: Italian
Other: speak and write English very well

Grants ::
2003 :: TRA art :: San Quirico d'Orcia
Cantiere d'arte contemporanea Remo Salvadori

INTERESTS

Generating creative ideas for innovative design solutions, illustration, art storyboarding, data visualization, user experience, human factors, ethnography, motion graphics and video, new technology, web trends, social networks, indie music trends, analysis of the technological opportunities within fashion world, collection and analysis of tools useful for the design process