



# KILIAN RE

Digital and Interaction Designer

## INFO

Name	Kilian Re
Birthday	21 august 1994
Nationality	Italian, Icelandic
Languages	Italian, English, Icelandic
Portfolio	www.kilianre.com

## CONTACTS

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## HOBBY

Guitar	Enduro/ Cross	Skiing
Traveling	Mechanics	3DPrinting

## LINKS

	<a href="http://www.kilianre.com">www.kilianre.com</a>
	<a href="https://www.linkedin.com/in/kilian-re-1a8404145/">https://www.linkedin.com/in/kilian-re-1a8404145/</a>

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## ABOUT ME

Passionate about both Italian and Scandinavian design as both cultures have played a big part in my life. I'm a motivated, curious and creative person, with a great attention to details and user experience.

I believe my master in Digital and Interaction Design at Politecnico di Milano has strengthened my personal profile as it focused on linking creativity to innovation by providing key advantages for users and their relation with both digital and physical products.

## EXPERIENCE

<b>UX/UI Designer Intern at Realmore</b>	2021
Interaction and experience design for Web/Mobile and XR projects	
<b>Virtual Tour and product showcase for RJD Design studio</b>	2020
Development of virtual panorama and web app	
<b>Teaching assistant of university course: Design Fundamentals</b>	2019
Volunteering in first year course providing assistance to new students.	
<b>Project support to HBcontract s.r.l.</b>	2017
Developed some design projects for the studio	

## EDUCATION

2019 - 2021	● <b>Digital and Interaction Design (ongoing)</b> - Master Politecnico di Milano
2016 - 2019	● <b>Industrial Product Design (108/110)</b> - Bachelor Politecnico di Milano
2014 - 2015	● <b>Business Administration</b> - Bachelor (1 year) Università degli Studi di Milano Bicocca - Milano, Italia

## SKILLS

<b>Team working</b>	University collaborations with different minds and with different skills taught me how much we can learn from other people and to respect and consider everyone's opinion.
<b>Organizations</b>	Ability to manage a large quantity of projects respecting defined schedules.
<b>Prototyping</b>	My study taught me the importance of fast prototyping and testing to have fast feedback on new ideas.

## SOFTWARES

### Web/App Development

Figma, XD ●●●●○

WebCoding(html,css) ●●●○○

### Graphics

Illustrator ●●●●○

InDesign ●●●●●

Photoshop ●●●○○

### Virtual simulation

Unity ●●●○○

C# ●●○○○

### Video editing

Adobe Premiere Pro ●●●●○

Adobe After Effects ●●●●○

### Prototyping

Protopie ●●●●○

Arduino ●●○○○

Hand Crafts ●●●●○

### Modelling and rendering

Blender ●●●○○

KeyShot ●●●●○