

# GIULIA RICCUCCI

Industrial Designer

Born 12 January 1990
Nationality Italian

## CONTACTS

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## LANGUAGES

Italian / Native
English / Fluent - IELTS
Dutch / B1 niveau
Spanish / Basic

## WORK

PROJECT MANAGER
Visualplex - Levane-Bucine / IT
from 09-2022 to 06-2026

Visualplex specializes in the design and production of window displays, pop-ups, displays and furnishing accessories, guaranteeing the expected results to a diverse audience of customers in the fashion, luxury and beyond sectors.
With 20 years of experience, we studies original design proposals and refined solutions. Working in a team, we transforms ideas into reality with creativity and experimentation, thanks to a knowledge of materials and manufacturing techniques.

As a Project Manager for Visualplex, I was responsible for overall contact with clients, such us Liu Jo, Max Mara and Roger Vivier and many more, to meet their requests. I am took care of quotations for each projects, based on budget constrains, with the collaboration of internal company's Production Team. Together we study, we engineer the project based on the chosen materials and production techniques to develop the final idea. I am also in charge of testing each windows before the official installations. I actively participate in installations located throughout Europe, managing personnel specialized in the assembly of window displays of all types, within the established deadlines, taking care of customer satisfaction.

PROJECT MANAGER / PRODUCT DESIGNER
Satyendra Pakhalé Associates - Amsterdam / NL
from 09-2017 to 12-2019
/ 2 y and 4 m

Satyendra Pakhalé Associates is a multi-faceted design practice established by the award-winning designer Satyendra Pakhalé whose production ranges from the design of objects to technological products and architecture.
- *www.satyendra-pakhale.com*

As Main Design Assistant, I was responsible for overall design, technical coordination, team coordination, internal and external technical communication with clients and project management.

MAIN TASKS
Project Management
Main point of contact for clients and suppliers
Internship Supervisor
Test renderings
Prototyping (cardboard, foam, wood, metal, clay)
Video Documentary interviewer
Photo shooting and Styling Assistant
Visual presentation
Linguistic liaison for Italian Companies
Monograph book Coordinator
Social Media Communication

# EDUCATION

° MASTER of ARTS, Industrial Design
/ Design Skolen Kolding, Denmark
from 10-2014 to 07-2016

Design skills
Physical prototyping
Research
Sketches
3D Modeling
Rendering
Photography
Styling

Working skills
Teamwork
Multicultural environment
Visual presentation
Communication
Project management

° BACHELOR DEGREE, Industrial Design
/ ISIA Institute of Higher education for Industrial Design, Faenza, Italy
from 09-2011 to 07-2014

# MAIN SKILLS

Planning Skills
Project Management
Handmade sketches
Layout Making
3D Modeling - Rendering
2D CAD Drawings
2D Graphics
3D Printing
Manufacturing
Organization-Planning

# SOFTWARE

MacOS / Windows
Adobe InDesign
Adobe Illustrator
Adobe Photoshop
Adobe Acrobat
Microsoft Word
Microsoft Excel
Rhinoceros
Autocad
Keyshot

# WORK

ASSISTANT / PRODUCT DESIGNER
BCXSY studio - Amsterdam / NL
from 06-2016 to 04-2017
/ 10 m
BCXSY is an Amsterdam-based interdisciplinary cooperative design studio between designers Boaz Cohen and Sayaka Yamamoto. BCXSY studio has been producing a wide variety of works and projects, from concept and product development to graphic and interior design.
- *www.bcxsy.com*

MAIN TASKS
Researcher
Brief-Ideas Developer
Sketching
Prototyping skills (cardboard, foam, wood, metal, clay)
Visual presentations
3D Modeling
Renderings
Teamwork and Independent working skills

INTERNSHIP at ECCO
Trade Concept Development Department / Denmark
Leather goods / Pop-up ECCO shop concept
/ from 02-2015 to 06-2015

Design tasks
Research, Planning and Presentation of concepts to the ECCO Marketing department, "Do it yourself" workshop, Sketches, Prototyping, Digital presentation.

Working tasks
Teamwork, Leather processes works, Prototyping, Leather crafts-manship development.

Results
Leather purse, Symbio bags - Cut and fold Leather goods.

LEGO FUTURE LAB
LEGO toy concept / Shanghai, China
/ from 10-2014 to 12-2014

Design tasks
Ethnographic research, visiting Chinese families and analysing huge amount of DATA and transforming it into actionable insights and tools, turning insights into viable and desirable play experience concepts.

Working tasks
Teamwork, Multicultural research, Visualization of data, Graphical and Digital presentation of the toy concept.

Results
LEGO toy concept 'Legolized'