

Hello

I'm Valerio Calimici



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I'm an *hybrid designer* constantly switching from ideation to realisation, with a focus on visual and interaction design.

I'm a *craftsman*, I care about little big details and I like to get my hands dirty with pixels, papers and markers.

I help to make ideas tangible by designing products and services that aims to *innovate, engage* and *inspire*.

Currently working at *Fjord Berlin*, I own a master degree in interaction design from *IUAV University of Venice*.

I'm currently studying some programming at *Codeschool* and challenging *Duolingo* with my basic German skills.

On my free time, I go hunting for *gigs*, I read *books* on the train (yes I always miss my stop), I play outdoor *basketball* at my local court, I *cycle* around the city (when is not -11 celsius), I play my *guitar* (Neighbors are so happy) and of course spot local *breweries*.

I'm a *spotify* addicted and I have a very long list of *movies and series* to watch that does not seems to want to shorten. Mmmh.

Experiences

2012 – Present

Berlin, Germany

Fjord GmbH

Senior designer

I joined Fjord as a junior designer and I'm today a Senior Designer. I'm hybrid, and I focus both on *visual and interaction design*. Since I'm at Fjord I've been working on several projects, across multiple type of industries (*automotive, banking, healthcare and more*). I've played many roles as a designer, from the initial concept, to sketching and ideation, to production with detailed visual and interaction design, specs and prototyping. I've designed, attended and lead clients workshops and I have worked on small-medium design teams.

fjordnet.com

2011

Berlin, Germany

Raureif GmbH

Interaction and visual design intern

I have been an intern at Raureif in Berlin, working as a visual and interaction designer on some of the internal as well as client facing projects. I've contributed to the *virtualwater app*. I designed from content research to the final graphics some topics on the *EcoChallenge app* and designed icons for the Mac OS banking software *money money*.

Some projects I have participated Virtual Water, Eco Challenge, Money Money
raureif.net

2009 - 2011

Frosinone, Italy

Academy of fine Arts - Frosinone

Graphic design tutor

I have taught *fundamentals of graphic design* to a class of students, as part of the first level bachelor's degree in Visual Communication.

accademiabellearti.fr.it

2009 **Iceberg s.r.l**
Macerata, Italy **Graphic design intern**

I have worked as a graphic designer, designing posters and guides for the *University of Macerata*, books and catalogues for several fashion companies, and few other graphic products for cultural events, associations, public and private institutions (restaurants, shops, disco-pubs and shoe factories).

iceberg.net

2004 – 2008 **Fornari Spa**
Macerata, Italy **Visual designer, Video editor, Assistant director**

Collaborator of the *Fornarina creative multimedia lab*, I've worked as a video editor, visual designer and assistant director for the *Urban Beauty Show*, a Fornarina event held in Milan in September 2007. I have also worked as a video editor and assistant director for several other Fornarina fashion shows, collaborating in advertising campaigns, corporate training and promotional events related to the brand.

fornarina.com | fornarinaurbanbeautyshow.com

2006 **Drop Srl - Full Service E-commerce Provider**
Civitanova, Italy **Web designer intern**

I have worked as an intern on several projects where I had to experiment and test some basic *HTML and CSS coding* and together I also had to create visual assets ready for development.

drop.it

Education

2010 – 2012

Venice, Italy

IUAV University of Venice

Master's degree, visual and multimedia communications design

MA In Interaction Design. I graduated with full marks in Design (Visual and Multimedia Communication), Faculty of Design and Arts in IUAV University of Venice. My thesis *OnAir* was a concept mobile app for live sharing music.

Some of my projects *OnAir*, *Pint of Words*, *Heartstrings*, *Hedera*
iuav.it | interaction-venice.it

2008 – 2009

Macerata, Italy

Academy of fine Arts - Macerata

Bachelor's degree, design and visual communications

BA In Visual Communication. I graduated, full marks cum laude, in Visual and Multimedia Communication. My thesis *Joan* was a product design concept of a folding chair, made of plexiglas and aluminium.

abamc.it

2006 – 2008

Urbino, Italy

Academy of fine Arts - Urbino

Design and visual communications

Department of Visual and Multimedia Communication, focus on web and graphic design, video and multimedia arts.

accademiadiurbino.it

2006

Bologna, Italy

Cine Studio School - Bologna

Diploma in cinematography and film/video editing

Diploma as cameraman and video editor.

2000 - 2005 **Liceo Scientifico**
Recanati, Italy High school, mathematics and science

High school specialised in Math and Science education.

Workshops

2014 **Betahaus Coworking**
Berlin, Germany Arduino, 3D Print, Screen print

I've attended several workshops at Betahaus, a coworking space in Berlin. I've learned the basic of coding and programming with Arduino, I've done a workshop on 3D Printing techniques and a Screen print lab on textiles.

betahaus.com

2012 **Legature Creative**
Venice, Italy Letterpress, Bookbinding

I took part in Legature Creative workshop, a course about bookbinding and letterpress, learning how to print the old way (metal fonts) and how to fold and stitch paper by hand, to create books. The WS took place at the *Tipoteca Italiana*, Museo del Carattere e della Tipografia, with Daniele Facchin.

tipoteca.it

2010 **Teach Me**
Venice, Italy Visual communication festival

I've attended the Teach Me workshop, a visual communication festival organized by Luav University of Venice and the Dutch Awards design company *Kessel/Kramer* from Amsterdam, with the collaboration of *Anthony Burrill* a British graphic artist and designer.

teachme.it

2007 **Creativity + IDEA**
Pontedera, Italy **Product design festival**

I took part in Creativity + IDEA workshop, a design festival about product design organized by *Piaggio Foundation* and the town of Pontedera (Italy).

museopiaggio.it

Awards

2010 **MiBac**
Macerata, Italy **Product design contest**

I have been mentioned among the top 10 in a design contest promoted by the *Italian Ministry of Heritage and Culture* with my project *I magnifici 10*. The contest was about the creation of a promotional packaging to celebrate Italy and its cultural heritage. I've designed and prototyped the packaging and the graphic design.

Languages

Italian (Mother tongue); *English* is my working language, I write, speak, and understand pretty well. I also have a basic knowledge of *French* and *German*.

Skills and Strengths

My main strenght is probably *flexibility*, I'm constantly learning to step out of my comfort zone, involve myself in all the aspects of the design process (concept, ideation, strategy, vision, realization, development), and to try out what's new. I'm *reliable* and I challenge myself to become a better designer everyday. I like to *get things done*, and properly. To say it in a word, *I care*.

I'm a *team player*, and same way as you do on basketball, I like to work in a team and share, do some assists, work hard, score points, and above all have fun. I can also be a *one-man-band*, and do some solo when needed.

I love typography, graffiti, comic books, round vectors and glitch, crazy experiments, non-sense ideas and all the little big details (not just digital).

On my work I use paper and markers, the famous Adobe suite and recently Sketch. I build prototype using InVision, and when I can I also like to get my hands directly on the native HTML, CSS and Javascript. I've messed up a bit with Processing and P5.js, and explored some phisical prototypes with Arduino.

Learning, is always the best reward, that's why I'm more than *happy to learn* a new tool, software or the latest tips'n'tricks, it feels like having a new toy.

Next big things are to learn skateboarding and try out some woodworking.



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