MARTINA BRAIDOTTI

March 10th 2001 Based in Milan (IT) +39 342 353 2470 martina.braidotti@mail.polimi.it braidottimartina01@gmail.com

EDUCATION

Politecnico di Milano

2023 2025 / MSc Digital and Interaction Design 2020_2023 / BSc Industrial Product Design

Hochschule für Gestaltung Offenbach am Main (DE)

Erasmus Mobility Programme _ Summer Semester 2023 04/2023_08/2023 /

Digital Design Department _ Courses attended:

- Digital Prototyping [5cfu] redesign and prototyping of the Frankfurt Zoo website Skills: UX,UI, graphics, digital prototyping, user testing, public exhibition
- Digital Design [20cfu] _ "Keep it Alive" design, development, creation of a working Serius videogame

Skills: research, UX,UI, illustration, digital prototyping, programming, user testing, public exhibition

Liceo Artistico G. Sello (Ud)

2015_2020 / High School Diploma in Art

EXTRACURRICULAR

18-19/11/2023 / developing

• Hackathon: HACK the NECTSCamp Politecnico di Milano

48 hours competition to turn data into action and help people in acquiring more information on their psychophysical well-being. Winner team with the AI embedded app Aurora.

03-10/07/2023 /

• GDScript Workshop _ HfG am Main

12-14/06/2023 /

• Infodesign Workshop with Fernando Baptista HfG am Main

Hands-on lessons with the Senior Infographic Editor of National Geographic magazine.

05-09/06/2023 /

• Panasonic Workshop _ Politecnico di Milano

Designing innovative concepts that investigate new tech possibilities for 2030 that can improve or reinvent everyday lifestyle and well-being.

28-29/04/2023 /

Blender Workshop _ HfG am Main

09-10/2022 /

• Cassina Workshop Politecnico di Milano

Designing unconventional ergonomic office furniture for a future new way of working.

INTERNSHIP

04-08/2022 / **Groundkeeper Studio** _ Junior Product Designer

> Actively contributed to several projects, the most significant in collaboration with Adidas Originals for the launch of the NMD S1 shoe model.

Role: 3D modelling, rendering, prototyping, mockups, presentations, branding

SOFTWARE LITERACY

_____InDesign _Illustrator _Figma _Inventor _Keyshot _Godot Engine

English 895 TOEIC

LANGUAGES

_Photoshop _Blender _Office 365 _Adobe Fresco _Protopie _AutoCAD

[07/2023] Italian _ Mother Tongue

After Effects _TinkerCAD _C++ _Alias