



DESIGN



GRAPHIC



PAINT



ANIMATION

GIUSEPPE BRUNO

MY PROJECT APPROACH

ANALYSE

I align myself with client's needs, understanding the requirements, target and the value to create a concept that reflects them and to find the correct channel to communicate it.

DESIGN

Synthesise brief and research to design an effective product, using sketching, brainstorming and any tool needed to create a robust and efficient structure alongside an appealing visual and a friendly UX, always keeping time and costs in mind.

FINALISE

When product and process are designed and strategised I proceed towards an execution that leave nothing to chance but still maintaining healthy flexibility.

Today, with more than 10 years of experience, I use my multidisciplinary knowledge across art, visual, marketing and design to give the best value through every project I implement.

Professional Skills



Hand drawing



Adobe Photoshop



Adobe Illustrator



Adobe Animate



Adobe After effects



Adobe Premiere



Adobe XD



Autodesk AutoCad



Vray for Cinema 4d



Maxon Cinema 4d



Wordpress



HTML Csx

- \\ Problem Solving
- \\ Creative Thinking
- \\ Logical Thinking
- \\ Team Leading
- \\ Team Working
- \\ Time Managing
- \\ Budget Managing
- \\ Client Focusing

TOP WORK ROLES



Ruleat (LuissEnlabs startup)
Co-Founder and Creative Director



Vodafone Business
Senior Product Designer (UX/UI)



ADS Assembly Data System S.p.A. Art Director



Telethon Foundation
Brand Designer



Fonte acqua Capannelle Creative Director / Product Designer



IOM
Art Director and Senior animator



SEL and ARCESE
Product/Graphic Designer



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portfolio



showreel

WORK EXPERIENCES

"STUDIO GBr1" - Designer / Graphic Creative / Artist / Animator

from November 2003

TOP WORK:

Client: **HYPO London** (2019)
Role: Creative & Brand Designer

Client: **ARTI GRAFICHE BOCCIA** (2017/2018)
Role: Creative & Brand Designer

Client: **L'OSSERVATORE ROMANO** (2017)
Role: 2d animator

Client: **FULLSERVICE** Srl (2014)
Role: Creative & Brand Designer

Client: **YANKEE CANDLE COMPANY** Inc. (2013)
Role: Graphic Designer

Client: **FONDAZIONE TELETHON** (2012)
Role: Brand Designer for Telethon Foundation

Client: **MINISTERO DEI BENI CULTURALI** e delle Attività Culturali e del Turismo (2011)
Role: Illustrator/Artist

Client: **IOM** (2010)
Role: Art Director

Client: **MotoGP** (2010)
Role: Brand Designer for "Miss Grid GP"

Client: **SEL** and **ARCESE** (2010)
Role: Product/Graphic Designer

Co-Founder, Product & Creative Director of "RULEAT " (startup accelerated by LuissEnlabs)

from Feb 2016 to Dec 2018

Responsible to define and design the product, a native App, and define the related marketing strategy and managing the developers' team.

My role COO:

Creative & Product Director, Project & Team manager, UX e UI Designer, Creative Designer, Marketing Expert.

Creative Director and Marketing Expert for "VAFF s.r.l."

from Jan 2016 to Feb2018

Brand image definition; Business and marketing strategies improvement.

Senior Product Designer (UX/UI) for "Vodafone Business"

from Apr 2016 to Aug 2016

Responsible for the creation of Vodafone's B2B portal to manage their employers and customer support.

Art Director for "ADS Assembly Data System S.p.A." (ExpressoWIFI B.U.)

From June 2015 to June 2016

New corporate image definition, for B2B and B2C; ideation and implementation of new strategies for communication and marketing.

Creative Designer and Product/Graphic Designer for “Fonte acqua Capannelle”

From May 2009 to June 2015

Brand image definition; innovative packaging design; business and marketing strategies improvement.

PRODUCT DESIGNER

Project and design of the "Colossevm Bottle", the first bottle with a carved monument.

Design and graphics for all packaging and stand of the company.

3D Render Creator and Artist for “Design 2000 International S.p.a.”

From Mar 2012 to Feb 2013

Design and Rendering of 2D and 3D interior design.

3D Render Creator for “Studio Architettura Cristallo/Spera”

From Aug 2009 to Feb 2012

Design and Rendering of 2D and 3D interior design.

Founder, Art Director and Illustrator of the Magazine “Roma IN”

From Jan 2009 to June 2010

The innovative and more diffuse Free press in Rome.

My Role was Art direction of Magazine and Event connected, coordinate the team and realize the illustrated magazine cover and special image for article.

Head of Merchandiser for “Colgate Palmolive”

From Jan 2008 to Sep 2009

Head merchandiser of City of Rome an Province, to control and improve sales for G.D.O.

Teacher at “Scuola Romana del Fumetto (SRF)”

From Feb 2008 to June 2009

My course of the lesson was in: basics of the traditional and technical draw, exhibit and product design.

Honor & Award “GIOVANE TALENTO” of CostoZero

May 2008

selected as “GIOVANE TALENTO”(Young Talent) for the “Costozero” magazine of CONFINDUSTRIA for my degree project on a “Vertical Square”.

Head of Sales Promoter for “American Express”

From Feb 2007 to Jan 2008

Head acquisition of new customers, new contracts and promotion of credit card, work carried out mainly in the airport terminals.

VOLUNTEER EXPERIENCES

Artist for “Telethon Foundation”

Dicember 2010 - 2011 - 2013 - 2014 - 2015

Personal exhibition of paintings, for Telethon / BNL at bank agencies, for fundraising for research.

*“I always try to do what I can not do,
to learn how to do it.”*

Picasso