



LUCA TOSCANO OTTO

INDUSTRIAL & UX DESIGNER

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Male | 23.02.1995 | Italian

Bio

Luca Toscano Otto (Milan, 1995) is a passionate and curious being, who discovered design by chance in 2015 during his classical studies. Then in 2017 he graduated with merit at NABA Academy in Milan and started working as industrial designer at Studio Giulio Iacchetti. He also used to write about design and innovation for online magazines such as tasc.it and Zero Edizioni, for which he co-curated the special edition of Fuorisalone 2018. He won different contests, among those in 2017 the first prize at Premio Nazionale delle Arti 2017, a national competition and displayed some of his projects during national and international fairs and exhibitions. He currently works as freelance industrial designer and design consultant for Opendot srl. He is also founding a startup with some collaborators which is actually under development.

Future goals

(Within 5 years) Chief designer for an interdisciplinary design company, full of worldwide experiences and with a huge portfolio rich of every kind of challenge accepted and successfully overcome. (Within 10 years) Affirmed freelance designer with long-lasting relations established inside the innovation entourage/researcher/author for international magazines.

Soft skills

Diplomatic Leadership - Process Driven - Analytic Approach - Curiosity - Resource Management - Detail Oriented - Adaptive - Emphatetic - Passionate - Open Minded - Cloud Collaboration - Strong communication skill - Entrepreneurialship - Dependability - Reliability.

Hard skills

Data presentation (Keynote, Indesign) - 3D modeling (Rhino, Solidworks, Fusion 360) - 2D rendering (Sketchbook Pro, Procreate) - Visualisation and Rendering (Keyshot) - Image processing (Photoshop) - UX/UI (Sketch, Adobe XD) - Animation and video editing (After Effects, Premiere) - Rapid Manufacturing (3D printing, lasercut, CNC) - Blueprint (Autocad) - Logo and Brand design (Illustrator) - Prototyping - Basic electronic hardware knowledge - CMF design - Production processes - Writing and conducting research.

Personal Interests

Collecting iconic design pieces - Reading comics and artbooks - Playing table games - Indoor climbing

Languages

Italian (Mother tongue) - English (Fluent)

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Education

· Azusa Pacific University College - Los Angeles, USA

EF Exchange Program / ESOL language courses / University of Cambridge (B2)

June 2011 - Aug. 2011

WHAT I LEARNED

Attending language courses in a foreign country and learning traditions and local cultures with my host family.

· Salvatore Quasimodo Highschool - Magenta, Italy

Classical Studies (78/100)

Sep. 2009 - Jul. 2014

WHAT I LEARNED

- *Antropological and cultural studies, historical events and philosophical main currents*
- *Translation of ancient greek and latin writing*
- *Attitude for contemporary analysis and cultural speculations*
- *Public relations with students and professors as student representative*
- *Organizer of local events inside school with external associations and partners*

· NABA (New Academy of Fine Arts) - Milan, Italy

Industrial Design BA (110 cum laude)

Oct. 2014 - Dec. 2017

WHAT I LEARNED

- *Design history courses*
- *Knowledge of materials and production processes*
- *Use of laboratory instrumentation*
- *Ability with softwares for creative porpuses*
- *Stand construction*
- *Open days training*
- *Internal and external projects along with selected students and design course leaders*
- *Product Exhibitions*

Independent courses

· Solidworks 2017 Advance Part Training

Udemy Online course - Asif Ahmed, Certified SolidWorks Expert (CSWE)

· Intro to Digital Manufacturing with Autodesk Fusion 360

Coursera Online course - Autodesk Education

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Work Experience

· Giulio Iacchetti Design Studio - Milan, Italy

Internship

Jan. 2018 - May. 2018

WHAT I LEARNED

- Design of products, packaging, graphics, services, installations and exhibitions for the studio
- Collaboration on Internoitaliano projects (www.internoitaliano.com)
- Product shooting, video editing and graphic development of solutions for internal social campaign
- Maintenance of the studio and the internal laboratory

· Opendot srl - Milan, Italy

Project Consultant

May. 2018 - Present

WHAT I LEARNED

- Research and design consultant on project development for clients of the Fablab
- Proven expertise: concept processing, product development, rapid prototyping, 3D modeling, research and development of new manufacturing methods and technologies

· Freelance activity - Milan, Italy

Industrial design - UI/UX design - engineering

May. 2018 - Present

WHAT I LEARNED

- I started a company (Forture Design) with some collaborators which focuses on designing solutions for future needs. The first product is patent pending, the second is on the way.
- Working for newborn, small and medium size companies in very different fields of application.
- Project categories: IOT, e-textiles, smart products, technological devices, gadgets, pet accessories, office acoustic panels, wine related products, branding identity.

· Forture Design - Milan, Italy

Co-Founder and Industrial Designer

May. 2018 - Present

WHAT I LEARNED

- I started a company (www.forture.it) with some collaborators which focuses on designing solutions for future needs. The first product is patent pending, the second is on the way and the team is composed by one industrial designer, one service designer, one electrical engineer and one mechanical engineer.

Other Work Experiences

· European Youth Parliament (EYP) - Volterra, Italy

Board member of European Parliament simulation

Mar. 2011 - Apr. 2011

WHAT I LEARNED

- Discussion on socio-economical topics related to different themes from woman condition to global pollution
- Member of Development commission, which worked on "land grabbing" theme

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• TASC - Online innovation magazine - Parma, Italy

Author, editor and trend researcher

Oct. 2014 - Jan. 2017

WHAT I LEARNED

- Author and editor for Tasc online magazine "innovation and culture" section
- Trend researcher and curator of industrial design-related agenda

• ZERO Edizioni - Magazine - Milan, Italy

Author, editor and co-curator

Mar. 2018 - Apr. 2018

WHAT I LEARNED

Author, editor and co-curator of publications and events for Milano Design Week 2018 and ZERO Fuorisalone Official Guide 2018.

Honors & Awards

• Up4School (2nd prize) - Turin, Italy - Dec. 2017

Talent Garden Torino + Agnelli Foundation

• Future ISIA Design - Piano Nazionale delle Arti (1st prize) - Faenza, Italy - Sept. 2017

ISIA Faenza + MIUR

• Enable by 3D (1st prize) - Rome, Italy - Oct. 2016

Barclays Eagle Labs + Ultimaker + MyMiniFactory

• 2050 Future Packaging (2nd prize) - Düsseldorf, Italy - May. 2016

EPDA (European Packaging Design Association)

Patent

• Wine drop-saver with integrated thermometer - Milan, Italy - Jun. 2018

Patent issuer and number: it 102018000006981

The invention relates to a drip catcher and thermometer to be applied to a bottle preferably of wine for preventing drips and determining the wine temperature before and after the bottle is opened.