

# CV. (Me in short)

Andrea Lo Curto / UX and Interaction designer

*I have an obsession with detail and a tendency to always challenge myself.*

## Experiences

Technogym September 2024 - March 2025

### UX/UI Intern

During my six-month internship I played a transversal role, taking on purely graphic tasks, such as the creation of graphic content, 2D/3D animations for the various touchpoints and the redesign of the equipments 3D avatar, and intervening in UI projects. The most important opportunity was the chance to develop the Apple watch app from scratch and to work closely with the development team. It was a very constructive experience that allowed me to get involved, network and develop critical thinking and a method that I will take with me into future experiences.

## Education

Product design Bachelor degree 2018-2022

Politecnico di Milano

Exchange experience 2024 (6 months)

NTNU, Trondheim (Norway)

Digital and Interaction Design Master degree Currently

Politecnico di Milano

## Skills

A. Indesign	●	●	●	●	●
A. Photoshop	●	●	●	●	●
A. Illustrator	●	●	●	●	●
Figma	●	●	●	●	●
ProtoPie	●	●	●	●	●
Unity	●	●	●	●	●
Arduino IDE (C++)	●	●	●	●	●
Blender	●	●	●	●	●
Stable Diffusion	●	●	●	●	●

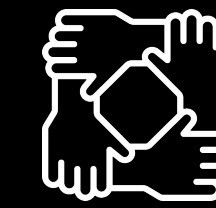
## Languages

English	●	●	●	●	●
Spanish	●	●	●	●	●
German	●	●	●	●	●



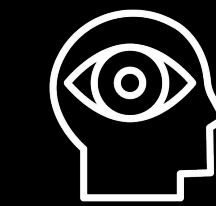
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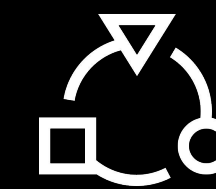
### Teamwork

I have always been used to managing a project with other people, sometimes very different from me.



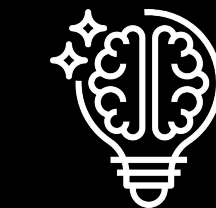
### Workaholic

If I have a task to finish, I know that all I have to do is complete it.



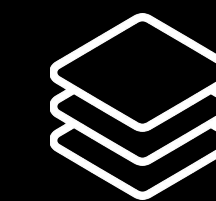
### Adaptable

I can always adapt to any type of environment and work in a team.



### Creative

If there is a problem, I always try to find an innovative solution.



### Organised

I am a precise, detail-oriented person. Sometimes too much.

### Contacts

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### Portfolio

<https://andrealocurto.com/>