

Andrea *Giglio*

I'm a Product Designer educated between ISIA Roma and IED Milan. I combine design and visual communication with an experimental approach focused on material behavior, structure, and interaction. Curious and precise, I explore the intersection between product design, computational methods, and material research.

Find *Me*

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Italy
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LinkedIn ↗
Behance ↗
Instagram ↗
Portfolio ↗

Education

- **IED Milan**
  Master's Degree in Product Design
  Oct 2024 – Jul 2026 / Milan (IT)
- **ISIA Roma Design**
  Bachelor's Degree in Product Design
  Oct 2021 – Oct 2024 / Pordenone (IT)
- **Liceo Michelangelo Grigoletti**
  Diploma in Linguistics
  2016 – 2021 / Pordenone (IT)

Abroad Experiences

- **Bath (UK)**
  Language development course / 2018
- **Eastbourne (UK)**
  English language full-immersion / 2017

Professional Experience

- **Asfire srl**
  Maintenance and inspection of fire extinguishers and fire prevention systems. Developed strong organization, precision, and problem-solving skills.
  2017 – present / Pordenone (IT)

Languages

Italian — Native
English — B2
Spanish — B2
German — B1

Publication

- vistaCASA
  Year: 2025
  COMPACKTO, my Bachelor's thesis on modular furniture for small living spaces, featured in VistaCasa n.126 for its functional innovation.

Design in Context

- LEXUS × PORTO DESIGN BIENNALE × ديزاين
  Year: 2025
  Participated in an ALADI workshop at ESAD-IDEA in Matosinhos, Portugal, working in an international and collaborative design context. The project explored a living wall concept for transitional spaces, combining material experimentation, environmental interaction and spatial atmosphere.
- pordenone design week
  Year: 2024
  Brand: L&S
  Definition of possible future scenarios in the world of lighting with the progression of AI.
- pordenone design week
  Year: 2023
  Brand: Formenti e Giovenzana
  Design of new, more sustainable packaging for small metal parts and furniture components.
- pordenone design week
  Year: 2022
  Brand: Tesolin
  Creation of new methods of interaction in the exhibition world for blind people.

Public Speech

- pordenone design week
  Year: 2025
  Invited to present my Bachelor's thesis project during the 2025 edition of PDW.

Exhibition

- **DesignXCommons**
  Master of Arts Atlas #01 - My MA's Thesis became part of an exhibition exploring how design can imagine new bonds between bodies, society and the world around us.
  July 2026

Digital Skills

- Ps — Photoshop
- Ai — Illustrator
- Id — InDesing
- Pr — Premiere
- Ae — After Effects
- Fusion360
- Cinema4D
- Rhinoceros
- nTopology

Core Skills

- Material & Process Research
- Computational Design
- Concept & Visual Development
- Web Design
- 3D Modeling & Rendering
- Prototyping & Model Making

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