

Riccardo Cambò

INDUSTRIAL & UX DESIGNER

riccardo.cambo@gmail.com

www.riccardo.website

youtube.com/brecciaDESIGN

Education

MASTER'S DEGREE

M.Sc - DESIGN & ENGINEERING (Expected graduation date: April 2018)

- **KAIST** - Daejeon, Korea (Exchange program) 6 months (Jan. 2017 - June 2017)

WHAT I LEARNED:

Professor and famous designer Sangmin Bae, tough me to embrace and empower the aesthetic sense that comes from my Italian culture.
The Piggy Bank project was born here, and it will probably land on Kickstarter soon.

- **Politecnico Di Milano** - Milan, Italy 1 year and 6 months (Sept. 2015 - Dec. 2016)

WHAT I LEARNED:

Learned to work side by side with engineers, and learned more technical rudiments.
I pushed more and I raised my standard of quality.

WORKSHOP - LAUNCHBOX PROJECT

- **Ecole de Mines** - Lyon, France 1 month (2015)

WHAT I LEARNED:

Working and brainstorming with talented people are just awesome!
I designed a very interesting service that completely reinvent the bank account.

BACHELOR DEGREE

B.Sc - INDUSTRIAL DESIGN

- **Politecnico Di Milano** - Milan 1 year (Sept. 2013 - June 2014)
- **Brunel University Of London** - London, Uk (Exchange program) 1 year (Sept. 2012 - June 2013)
- **Politecnico Di Milano** - Como, Italy 1 year (Sept. 2011 - June 2012)

WHAT I LEARNED:

Studying and working on personal projects is possible and it helped me grow my skills much faster.
I designed a self-powered light for gardens that uses a completely new system of energy designed by me and a biologist as a scientific support.

Riccardo Cambò

INDUSTRIAL & UX DESIGNER

riccardo.cambo@gmail.com

www.riccardo.website

youtube.com/brecciaDESIGN

Work experiences

DESIGN RELATED FIELD

- **Mitsubishi** - Internship - Kamakura, Japan 2 months (Sept. 2017 - Oct. 2017)

WHAT I LEARNED:

I worked on a TOP SECRET project, which I am really proud of.
I learned all the rules, behaviors and way of work of a big company.

- **LocalUs** - My own startup - Milan, Italy 1 Year (Feb. 2015 - Feb. 2016)

WHAT I LEARNED:

The startup failed because the developer defrauded us and disappeared with our money.
The App brought many ideas that are now a big part of Snapchat and Facebook Stories.
We learned that to success you have to drop everything and focus on just one thing. Timing is everything.

- **Iride glasses** - My own startup - Milan, Italy 1 Year (May 2014 - May 2015)

WHAT I LEARNED:

My first startup, I did it during my last year of university and during my part-time job.
I learned that to solve technical issues you need technical knowledge and a very skilled team.

- **Freelancer** - As Industrial/web/graphic designer and illustrator 1 Year (June 2014 - Sept. 2015)

WHAT I LEARNED:

I improved a lot my graphic design skills that became fundamentals for the next projects.

NOT DESIGN-RELATED FIELD

- **More than 15 jobs:** Pizza chef, shop assistant, usher, factory worker, etc... Started at 14yo, until now

WHAT I LEARNED:

I learned how the world works and how tough life it may be.

Riccardo Cambò

INDUSTRIAL & UX DESIGNER

riccardo.cambo@gmail.com

www.riccardo.website

youtube.com/brecciaDESIGN

Other experiences

Podcast

WHAT I LEARNED:

It's my latest project, I'm hosting a podcast with two other designer friends, we've been also first in the Italian Apple podcast chart once.

I learned that a good communication can make design talks entertaining and funny even for not designers.

YouTube Channel

WHAT I LEARNED:

It's called Breccia, it's about my life through Vlogs and design oriented videos.

I learned that deadlines are crucial for my productivity and the YouTube channel is an amazing place to shout my ideas and thoughts.

Art Director

WHAT I LEARNED:

It was for an unreleased game, very cool experience, I learned that I have to deliver some work to others even if it's not good how I would expect.

Gamejam

WHAT I LEARNED:

It's a yearly challenge where you are asked to make a playable game in 48h, no sleep allowed.

I learned that making games may be interesting.

Soft skills

- Responsibility, vision, pragmatic approach, clear communication, great teamwork management, time management, fast and productive, in brainstorming, detail maniac, UX obsessed, curious and emphatic.

Software used

- Photoshop, Illustrator, InDesign, Muse, After Effects, Final Cut,
- Maya, Rhino, Solidworks, Fusion360, Creo(PTC), Zbrush, Keyshot

Languages

- Italian - Mother tongue
- English - Fluent