

LUCA MAZZETTI

industrial designer



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Bio

I'm Luca, a post industrial designer, born in Tuscany but now living in Milan.

I got from Politecnico di Milano a Bachelor's Degree in Product Design and then a Master's Degree in Product Design for Innovation. I started working as an industrial designer with a focus on digital fabrication and 4.0 industry, from the concept to the production.

My strong curiosity and a natural inclination for the latest trend, combined with my will to get into what I'm doing help me to provide innovative but feasible solutions.

Skills

Adobe Suite (Ps, Ai, Id, Pr, Ae)



Rhinoceros



Autodesk Fusion360



Keyshot



Cinema4D



3D Printing



Experience

CARACOL AM

Industrial and Engineering Designer

June 2019
February 2021

Design Engineering officer, product development end-to-end, strong knowledge of 3D printing (FDM), ability to manage deadlines and clients, always working on team.

WOOD-SKIN

Intern/junior Product Designer

March 2018
April 2019

Product development of a home furniture project based on a parametric configurator. Design of structural and electric components towards the direct experience with suppliers. Acquisition of the company know-how on its patented technology. Development of an automotive side project.

COLMAR SPA

Workshop

February
2018

I attended a workshop organized by POLI.design and Colmar with the aim of creating new solutions to integrate renewable energy sources into Skiing Jackets. I focused my work on: ideas generation, concept design, concept sketching, 3D modeling.

LIVE ROCK FESTIVAL

Organizzatore e Social Media Manager

2000
- now

Head of Social Media team and part of art direction of a festival that in 20 years of activity has become one of the most influent free festival of all Italy.

Education

Politecnico di Milano

MsC in Product Design for Innovation

October 2016
April 2018

Politecnico di Milano

Bachelor Degree in Product Design

October 2013
July 2016