

GIOVANNI DE GATTIS

Visual & Digital Product Designer | Full-Stack Developer

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Portfolio: portfolio-giovannidegattis.vercel.app

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PROFILE

Communication Design student at Politecnico di Torino with an IT background. I work across brand identity, digital product design and full-stack development, combining visual systems with functional interfaces and web experiences. I also create AI-assisted video, from shot planning and visual references to generation and refinement.

EXPERIENCE

Designer, Branding & Communication

Sep 2024 - Jul 2025

PoliTO Sailing Team | Turin, Italy

Developed the team's visual identity for the SuMoTh Challenge and produced graphics, social media materials and presentations to communicate its sustainability and innovation goals.

Full Stack Developer

Apr 2023 - Sep 2023

ARPA VDA | Aosta, Italy

Built websites and scripts for oscillators and electromagnetic spectrum analyzers, integrating front-end and back-end functionality.

Help Desk & Customer Service

Sep 2021 - Aug 2022

Teleperformance | Lisbon, Portugal

Resolved technical issues and supported customers through help desk and service channels.

SELECTED PROJECTS

Casanova | Independent iGaming platform

2026

Designed the UX/UI and developed a full-stack platform with live odds, betting flows, account management and an admin dashboard.

Away | Service design & prototyping

2026

Contributed to service design, app and web prototypes and a teaser video in a six-person team creating an immersive padel experience for PalaVillage.

EDUCATION

Politecnico di Torino

Sep 2023 - Present

Design and Communication

ISIT Innocent Manzetti

Jun 2021

Diploma in IT | Grade: 72/100

SKILLS AND TOOLS

Visual design	Brand identity, visual systems, editorial design, art direction
Product & UX	User research, service design, UX/UI, wireframes, prototyping
Development	Full-stack web development, front-end/back-end integration, agentic coding
Design tools	Figma (UI/prototypes), Adobe Illustrator (vector), Adobe Photoshop (images)
Web & 3D	Framer (web design), Blender (3D)
AI video	Storyboarding, reference-based generation, shot briefs, post-production
AI tools	Google Flow (Veo), Seedance
Coding tools	Antigravity, Claude Code, Hermes
Languages	Italian, French, English