

Pasquale Morelli

Curriculum Vitae



Personal data

Name – Pasquale Morelli
Domicile – Viale Romagna 56/3, Milano (MI, Italy)
Birth place – San Marco in Lamis (FG, Italy)
Birth date – 23/06/1994

Contacts

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Portfolio – pasqualemorelli.com ↗
Social – [Instagram](#) ↗ [Linkedin](#) ↗

Education

2008-2013 – High school diploma @ Liceo Scientifico Alfano da Termoli, with a grade of 92/100
2014-2017 – Bachelor's Degree in Communication Design @ Politecnico di Milano, with a grade of 110/110 cum Laude
2019 – Exchange semester @ Centennial College in Toronto (Canada)
2017-2020 – Master's Degree in Communication Design @ Politecnico di Milano, with a grade of 110/110

Certifications

2018 – IELTS Certification, with an overall bandscore of 6,5
2023 – Branding Now - Ultimate branding course for Senior Creatives @ Future London Academy

Languages

Italian – Native language
English – Advanced
Spanish – Beginner

Professional experiences	<p>Mar. 2017 to Jul. 2019 – Visual Designer @ PoliMi Sport</p> <p>Jul. 2019 to Jan. 2020 – Art Director Intern @ Ogilvy</p> <p>Nov. 2020 to Apr. 2022 – UX/UI Designer @ Accenture Song</p> <p>Apr. 2022 to Sept. 2022 – Graphic Designer @ Blossom</p> <p>From Oct. 2022 – Brand Designer @ TrueLayer</p>			
Competences	Brand Design		UX/UI Design	
	Art Direction		Motion Design	
	Graphic Design		Video Editing	
Software skills	Photoshop	*****	Lightroom	****
	Illustrator	*****	Figma	*****
	InDesign	*****	Cinema 4D	****
	Premiere Pro	*****	Keynote/PowerPoint	*****
	After Effects	*****	Excel	***
Coding skills	HTML/CSS	****	Processing	**
	Javascript	***	Arduino	**
	p5.js	****		
Other skills	Design process		Human-centered design	
	Lateral thinking		Teamwork	
	Problem-solving		Public speaking	
	Desk research		Working under pression	
Other projects	<p>2017 – Interactive installation for "What if. An anti-disciplinary design show" @ OpenDot fablab</p> <p>2017 – Interaction design exhibition @ BAVA Museum with the AR game "Il fuoco dell'eternità"</p> <p>2018 – Graphic design exposition for "Marco Mengoni Atlantico Workshop" @ Politecnico Di Milano</p> <p>2019 – Publication of the web mini-game <u>Pacific Trash Island</u> ↗</p> <p>2020 – Master's thesis "Sport Brand Experience. Una piattaforma di comunicazione per il racconto sportivo nell'era digitale"</p> <p>2023 – Art Director @ <u>Molise Pride</u> ↗</p>			