



Alexander Giustolisi

Art Director / Visual / UI / Motion / Graphic Designer

born in 1981

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www.alexgiustolisi.com

2007 Degree in Advertising Technology,
University for Foreigners of Perugia.

2000 High School, Master of Art Press
Istituto Statale d'Arte Bernardino di Betto Perugia

LANGUAGES	Italian	English	Spanish
	100%	70%	50%

Tech skills

Sketch / Figma / XD
Invision / Abstract / Cactus
Principle / After Effects
Adobe Suite (AI/PS/ID/PR/LR)
Php / Css / Wordpress Codex / GSap
Git / Bitbucket

Soft skills

Creative direction
Brainstorming
Resource coordination
Planning, handoff, delivery
Proactivity
Lateral thinking



The complete portfolio of my works
www.alexgiustolisi.com/portfolio

EXPERIENCE

PRESENT
JAN 2023

Freelancer

Bologna – Art Director / Visual / UI / Motion / Graphic Designer

DEC 2022
SEP 2021

Playground

Cernusco sul Naviglio, Milano – Art Director / UI / Visual Designer

JUL 2021
JUL 2018

Alkemy

Milano – Art Director / UI / Visual Designer

JUN 2018
JUL 2017

Azero

Milano – Art Director / UI / Visual Designer

JUN 2017
JUN 2016

Purple Network

Milano – Creative Director / Art Director / UX / UI / Visual Designer

DEC 2016
FEB 2014

Freelancer

Milano – Art Director / UX / UI / Visual Designer

FEB 2014
MAR 2013

Cayenne

Milano – Art Director / UI / Visual Designer

FEB 2013
SEP 2011

Oot a Wpp Associated

Milano – Art Director / Web Designer

JUL 2011
GEN 2010

Smallfish

Milano – Web Designer / Art Director

OCT 2009
APR 2006

Sezione Aurea

Perugia – Graphic Designer / Art Director

WHO I AM

I have always been linked to the more material and design aspect of this craft. In addition to the result, for me it is also very important how you reach a goal.

I am a methodical and curious person, I like processes and solutions because when I start a project I like to take care of its shape and structure, in which I always try to put a bit of science and especially new points of view. There are no small projects for me, I marry the cause, and the work and its execution are always linked to his final experience. I always try to reduce entropy by streamlining and simplifying the number of steps in the handoff and subsequent project management.