



ARIS DOTTI

MOTION | INTERACTION | VISUAL DESIGNER

(RELEVANT) EXPERIENCES

12|2016 - present frog, Munich (D)

My role at frog is not defined by my job title. In fact, while officially being an Interaction Designer I often get responsibilities as Design Researcher, Visual Designer and Motion Designer. As a geek, I volunteered as responsible for managing frog's design devices (camera gear, smartphones, ..).

My passion brings me to actively organise internal initiatives but also events as MeetUps to bring closer the design community.

During these years I've got the chance to work in a great variety of sectors and clients: Porsche, Allianz, IKEA, Adidas, Dacadoo, and others.

04|2015 - 08|2015 Locarno Film Festival, Locarno (CH)

In a team of 2 designers, our task was creating each printed and digital assets for one of Switzerland's biggest event (170'000 visitors in 10 days), coordinating the print and application of each item: invites, posters, menus, catalogues, signage, and a daily magazine during the event days.

10|2014 - 05|2015 Laboratorio Seriarte, Giubiasco (CH)

This experience in a local print shop has been an incredible opportunity. As the responsible graphic designer, I learned about quickly and efficiently conceptualise different design products and managing the printing process and delivery to the client.

(RELEVANT) EDUCATION

09|2015 - 08|2016 SUPSI MAIND, Lugano (CH)

Master of Advanced Studies in Interaction Design.

I worked closely with some of the best professionals around Europe like frog, IDEO, TODO, Ubi de Feo, Andreas Gysin, Digital Habits. Creative coding through Processing, tinkering and soldering with Arduino, storytelling and design process, creating awesome physical devices within a FabLab.

Graduation project "COBY, Buy, Together", grade A.

09|2011 - 09|2014 SUPSI, Lugano (CH)

Bachelor of Arts in Visual Communication.

I had the chance to learn and explore multiple aspects of visual communication. From typography and illustration to photography and video editing. My BA thesis project, "FeelMe" received the award for the best design bachelor thesis.

09|2009 - 03|2010 EPFL, Lausanne (CH)

Faculty of Computer Science.

WHAT I CAN USE

Daily tools

Sketch (app)
Principle
Adobe AE, Premiere
Adobe PS, Indd, AI
Keynote

I'm learning

Haiku
Protopie
Framer X
Figma
Cinema 4D

I used to know

HTML5 / CSS
JavaScript (D3.js)
Processing
Arduino

FIND ME

aris.dotti@gmail.com
www.arisdotti.com
www.linkedin.com/in/aris-dotti

I CAN SPEAK

Italian	Native
English	Fluent
French	Basic
German	Basic

MY WORK STYLE

Team work
Leadership (when lack of)
Ownership
Responsibility
Self organised

I LIKE THINGS

Technology
Being an early adopter
New media
Videogames
Movies (mystery, thrillers, motion, ...)
Indie music
Ice hockey
Squash

THAT TIME I'VE GOT AWARDED

TalenThesis Award

for the best graduation thesis.

Grafik16 exhibition

honored to exhibit my work in Zurich, together with the best swiss graphic designers.