

Naman Jain

Visual + Interaction Designer

Designing How We Interact with Technology, Objects, People and AI

I'm a designer based in Bergamo, Italy. My work moves between visual design, interaction design and the evolving world of AI.

I'm interested in how our relationship with technology is changing, and how design can shape experiences that feel more personal, responsive and human.

BASED IN
Bergamo, Italy

EXPERIENCE
3 years of studio experience

LOOKING FOR
Full-time roles in Europe or remote

WORK PERMIT
Requires visa sponsorship

EXPERIENCE AND PROJECTS

Jan 2023 – Aug 2025

Gurugram, India

Junior Graphic Designer

NH1 Design

Joined as an intern in January 2023 and stayed on as a designer for client websites, design systems and brand work.

- Designed websites and landing pages for seven clients, from a US tax compliance platform (Zenwork) to India's largest emergency response network (Red Health).
- Built the web design systems for Zenwork, Space 2 Grow, Fresh Gravity and Tetr: grids, type and colour-coded product ranges that hold from desktop to phone.
- Designed real estate websites and handled Adani as a retainer client for 8 months, creating AI-generated visuals for the Adani Lushlands campaigns.
- Designed UI animation and micro-interactions with the studio's motion designer.
- Brand work: logo and colours for Adani Belrosa, packaging concepts for Bingo! Hashtag, and a Jayabheri The Pinnacle route that was shortlisted and presented to the client.

2026

Bergamo, Italy

Attune

CIID graduation, individual

An AI photography learning system that teaches beginners what to notice while they shoot, through a Creative Studio and a physical Practice Camera. Five prototypes moved its guidance into the live viewfinder. My role: concept, UI design, prototyping, presentation.

2026

Bergamo, Italy

Cadence

CIID, individual, two weeks

An iPhone calendar that plans around your energy: it reads your calendar and Apple Health, and suggests a better slot when demanding work lands in a low-energy hour. My role: concept, UI design, prototype, presentation.

2026

Bergamo, Italy

Sketch Tales

CIID, group, two weeks

A bedside lamp for children aged 7–10 that turns a hand-drawn sketch into a narrated bedtime story, with light that follows its mood. My role: ideation, the lamp's form and structure, and building it.

Also at CIID: Mix A Pixel (physical computing), Peak Partners (service design), The Byte Room and E-M-O (immersive installations).

EDUCATION

Sep 2025 – Sep 2026

Bergamo, Italy

Interaction Design Programme

Copenhagen Institute of Interaction Design (CIID)

2019 – 2023

Dehradun, India

Bachelor of Design, Visual and Communication Design

UPES

LANGUAGES

English (fluent), Hindi (native)

TOOLS

Figma, Framer, Adobe Illustrator, Photoshop, After Effects, InDesign, TouchDesigner, Arduino, ESP32, Raspberry Pi, Claude Code, Cursor, GitHub

SKILLS

Design

visual design, UI design, UX design, product design, web design, responsive design, design systems, information architecture, user flows, typography, layout and grid systems, art direction, branding and visual identity

Interaction

interaction prototyping, UI animation, micro-interactions, AI experience design, generative UI, tangible interaction, physical computing, hardware prototyping, service design

Research

design research, user interviews, concept development, experience mapping, storytelling and presentation