NICOLA NERI GFX

Welcome to
my world!

Adobe Certified Visual Designer
& **Generative AI Specialist**



Nicola Neri gfx

Updated Portfolio

ABOUT

GENERATIVE AI

VISUAL DESIGN

GRAPHIC DESIGN

PERSONAL PROJECTS

HI!

I'm Nicola Neri, an **Adobe Certified Visual Designer** & **Gen. AI Specialist** working across art direction and visualization, from concept to production.

Currently part of the creative team at **Simmetrico**, I contribute to internationally recognized projects, developing high-impact visuals for large-scale productions including pavilions, exhibitions, and immersive environments.

Since 2022, I've focused on **generative AI**, creating visual campaigns for brands like **Blauer** and **Yamamay**.

In 2025, I launched **Hyper Dxnut**, my art toy project exploring original IP and collectible design.

Previously, I collaborated with **Bonsai Ninja Studio** as a graphic designer and worked as a magazine layout designer at **New Business Media Srl**, contributing to prestigious Italian publications.

LINK FULL CV: tinyurl.com/NeriNicolaCVnew

MAIN SKILLS:

Adobe Photoshop · Adobe Illustrator · Generative AI · Blender

BRANDS:

EXPO 2025 · LUXOTTICA · EXPO 2023 DOHA QATAR · EXPO 2020 DUBAI UAE · PLANET smart city · Blauer · CONFINDUSTRIA · yamamay · spazio tempo · MONTENEGRO EXPO 2020 DUBAI · AZERBAIJAN EXPO 2020 DUBAI · Comune di Milano

CERTIFICATIONS:

- **Adobe** - Adobe Certified Professional in Visual Design
- **Adobe** - Adobe Certified Professional in Graphic Design & Illustration Using Adobe Illustrator
- **Adobe** - Adobe Certified Professional in Visual Design Using Adobe Photoshop
- **Espero** — Adobe Tools for Artificial Intelligence
- **Udemy** - The Ultimate Blender 3D Geometry Nodes Course
- **Udemy** - Complete Blender Megacourse: Beginner to Expert
- **Udemy** - Learn Generative AI with SDXL, Stable Diffusion and ComfyUI
- **Epic Games** - Official Epic Games twinmotion courses

STUDIOS:

SIMMETRICO · Make it REAL. · BONSAININJA STUDIO · new Business Media

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Make it REAL

BLAUER

With MakeItReal, I used advanced AI techniques and Photoshop to create and post-produce images for Blauer Junior, which were showcased at the Blauer Junior stand during the Pitti Bimbo 2025 event in Florence.

LINK: https://tinyurl.com/blauerjunior













Make It REAL.

PATRIZI WATCHES

With MakeItReal, I used advanced AI techniques and Photoshop to create and post-produce hyper realistic images for Patrizi Watches





















SIMMETRICO

UNDISCLOSED PROJECT

In Simmetrico in 2023, for this undisclosed project I create an unique workflow for the production of some visuals using the drawings made by Mauro Mazzara as an input for Stable Diffusion AI combined with advanced prompting, control-net and inpainting techniques. For the last stage of the visual I did some post-production with Photoshop and other drawings from Mauro.

LINK: https://tinyurl.com/boundaries-of-ai

Mauro Mazzara's drawings



Stable Diffusion + Photoshop



Photoshop post-production + drawings





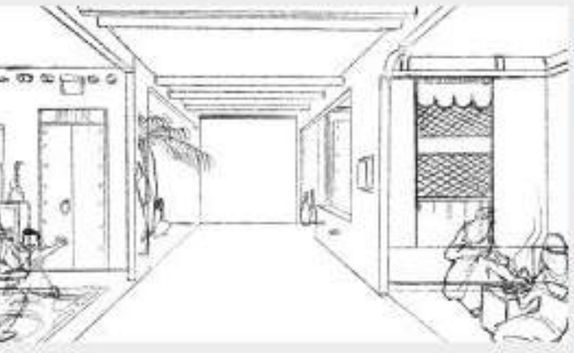






















MONSTER
(CASE STUDY)

Conceptual product launch for Monster inspired by Phonk aesthetics. Full video campaign I developed across creative direction, moodboarding, visuals, product imagery, and messaging.

LINK VIDEO: https://tinyurl.com/MONSTERADV





AI + Photoshop Still Images











HYPER DXNUT

HYPER HELMET

For my own art toy and accessories brand, Hyper Dxnut, I developed an AI-driven advertising campaign, using advanced AI techniques to create hyper-realistic images and animations based on a helmet I designed in 3D.

LINK: www.instagram.com/p/DSlBAxTDKcu/







HYPER DXNUT

"TOO FRESH FOR YOUR AGE"

For my own art toy and accessories brand, Hyper Dxnut, I developed an AI-driven advertising campaign, using advanced AI techniques to create hyper-realistic images and animations based on my KO art toy and AF1 custom.

LINK: www.instagram.com/p/DSS_b55jKLD/







HYPER DXNUT

AF1 CUSTOM FLOOOWY

For my own art toy and accessories brand, Hyper Dxnut, I developed an AI-driven advertising campaign, using advanced AI techniques to create images based on my AF1 custom with 3D printed Flooowy.

LINK: www.instagram.com/p/DRqBVkxjBju







HYPER DXNUT

KO LIMINAL POOL

For my own art toy and accessories brand, Hyper Dxnut, I developed an AI-driven advertising campaign, using advanced AI techniques to create images and animations based on my KO art toy.

LINK:
www.instagram.com/p/DR39DVTjCPy/





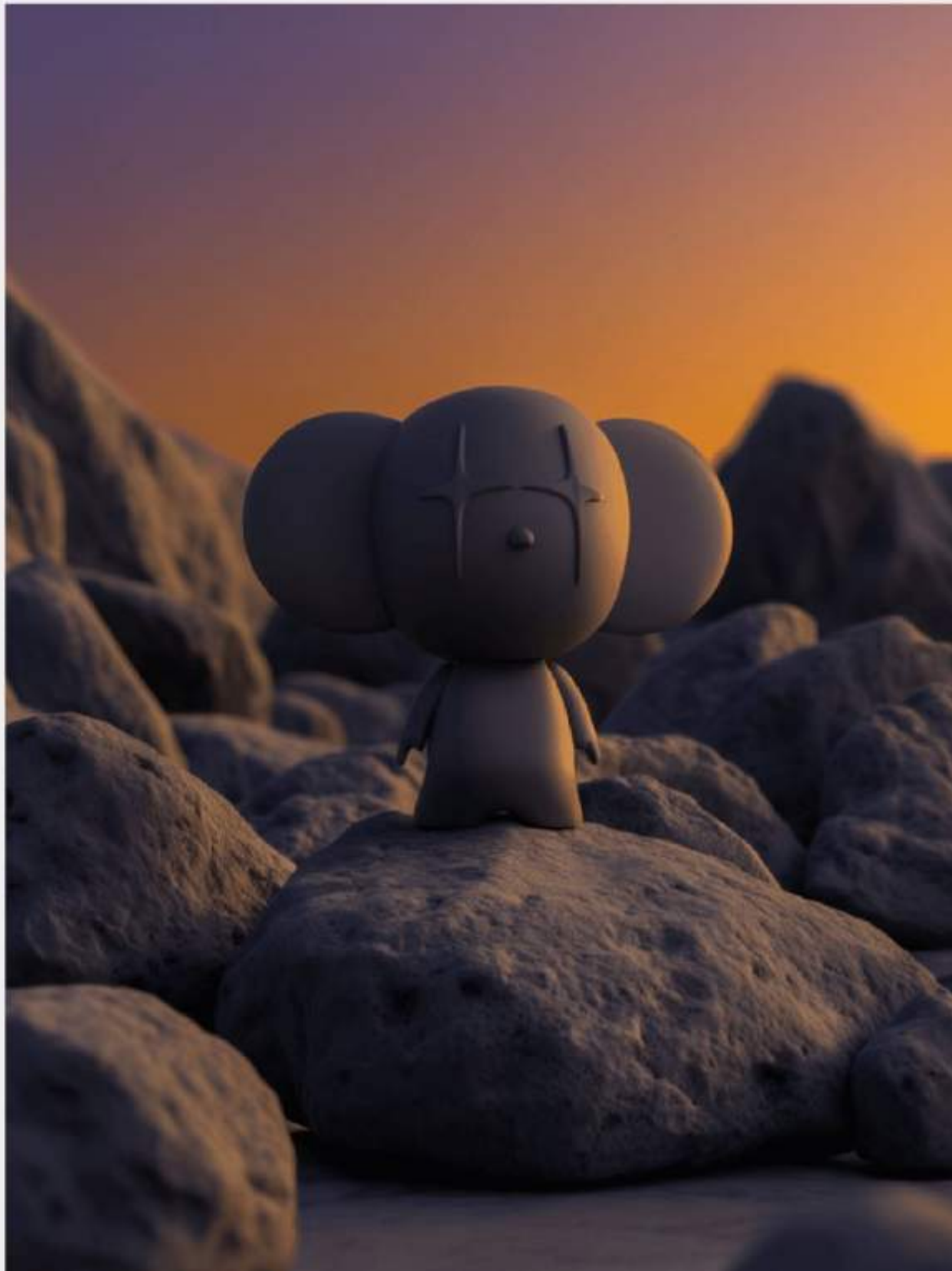
HYPER DXNUT

KO DAY AND NIGHT

For my own art toy and accessories brand, Hyper Dxnut, I developed an AI-driven advertising campaign, using advanced AI techniques to create images and animations based on my KO art toy.

LINK: www.instagram.com/p/DR_reuuDHHq/





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VISUAL DESIGN

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PERSONAL PROJECTS

VERSACE

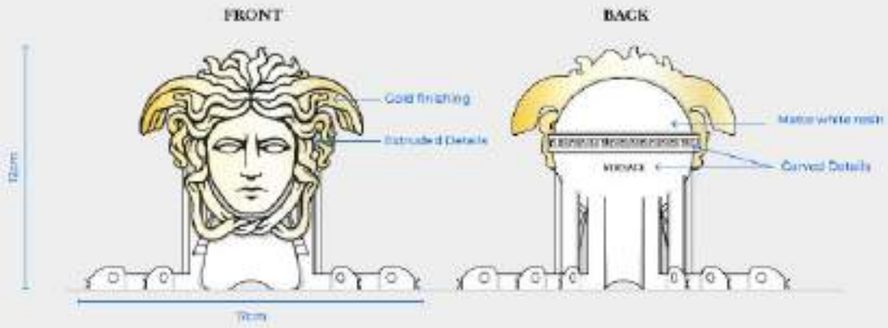
VERSACE ART TOY

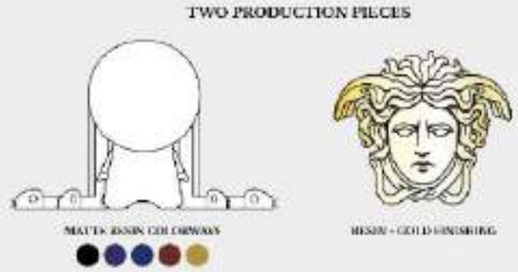
FW26 RETAIL MARKETING TOOLKIT (PROPOSAL)

For the Versace FW26 retail marketing toolkit, I designed Medusa reinterpreted as a collectible art toy.

Inspired by the mask of ancient theatre, I designed the golden Medusa as a face worn as a statement of power, freedom, and excess.









SIMMETRICO

VICTORY MUSEUM
BAKU, AZERBAIJAN

In Simmetrico, for the Victory Museum, I worked on the creative and production phase of the pavilion.
I handled the post-production of all renders for the client presentation and designed the graphic layout of the side walls.
I also developed the storyboard for the stretch LED and interactive books, and created the thematic and nature vertical panels.

LINK:

www.simmetrico.it/project/the-great-return





Renders with post production







Photos of the museum







Renders with post production







Photos of the museum







Graphic layout of the side walls























Photos of the vertical panels





Executive design of the vertical panels





Photo of the stretch LED

Storyboard of the stretch LED

Photo of the interactive book of nature

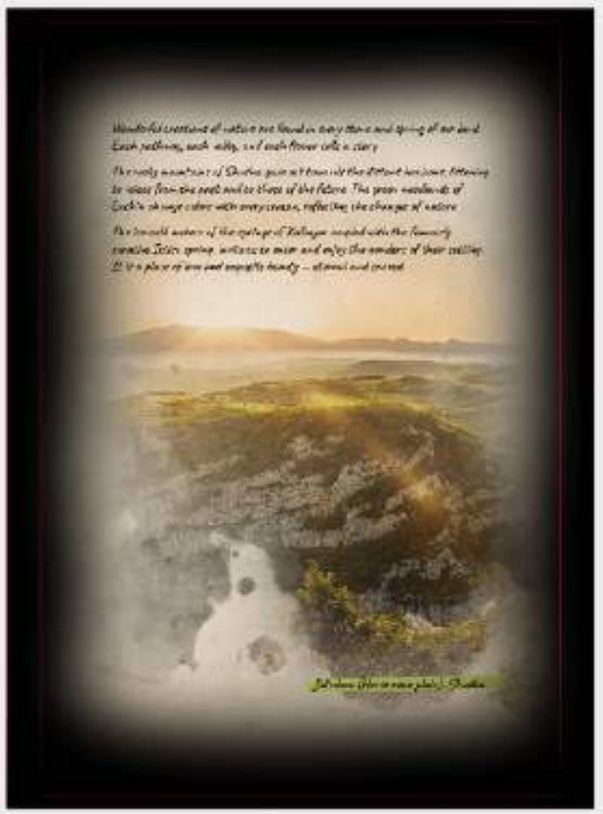


Storyboard of the interactive book of nature









Storyboard of the interactive book of nature









Storyboard of the interactive book of nature



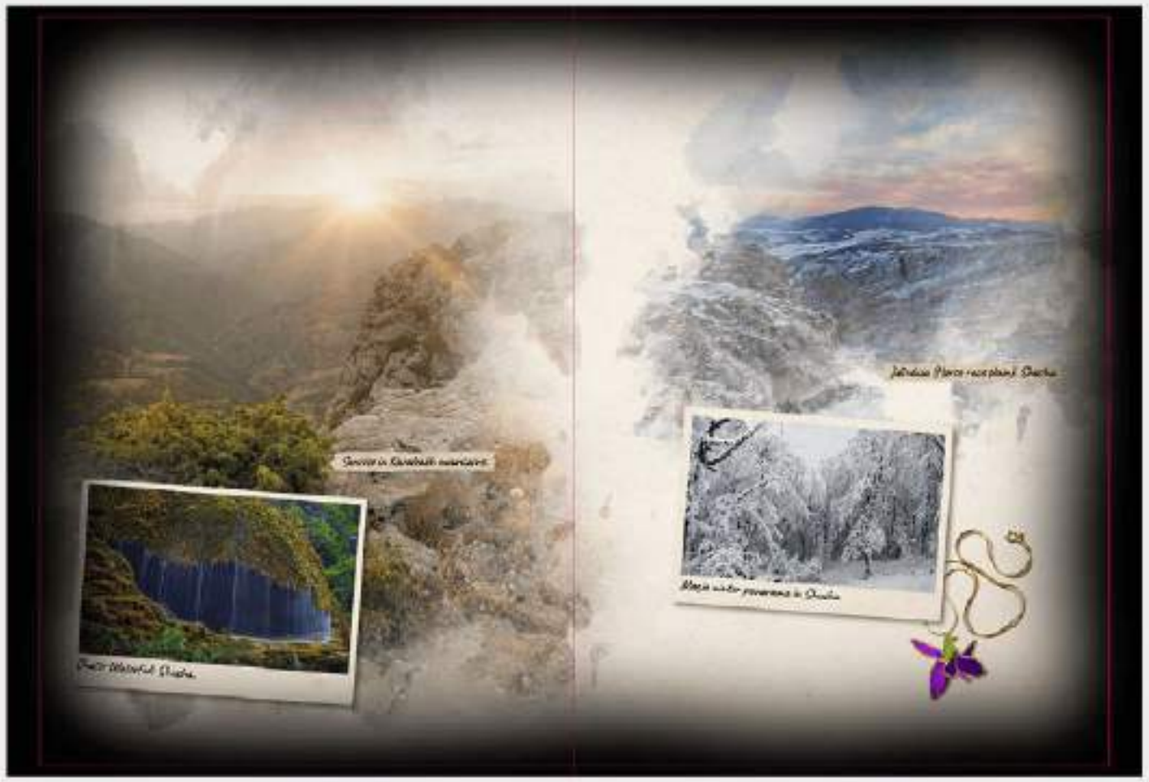
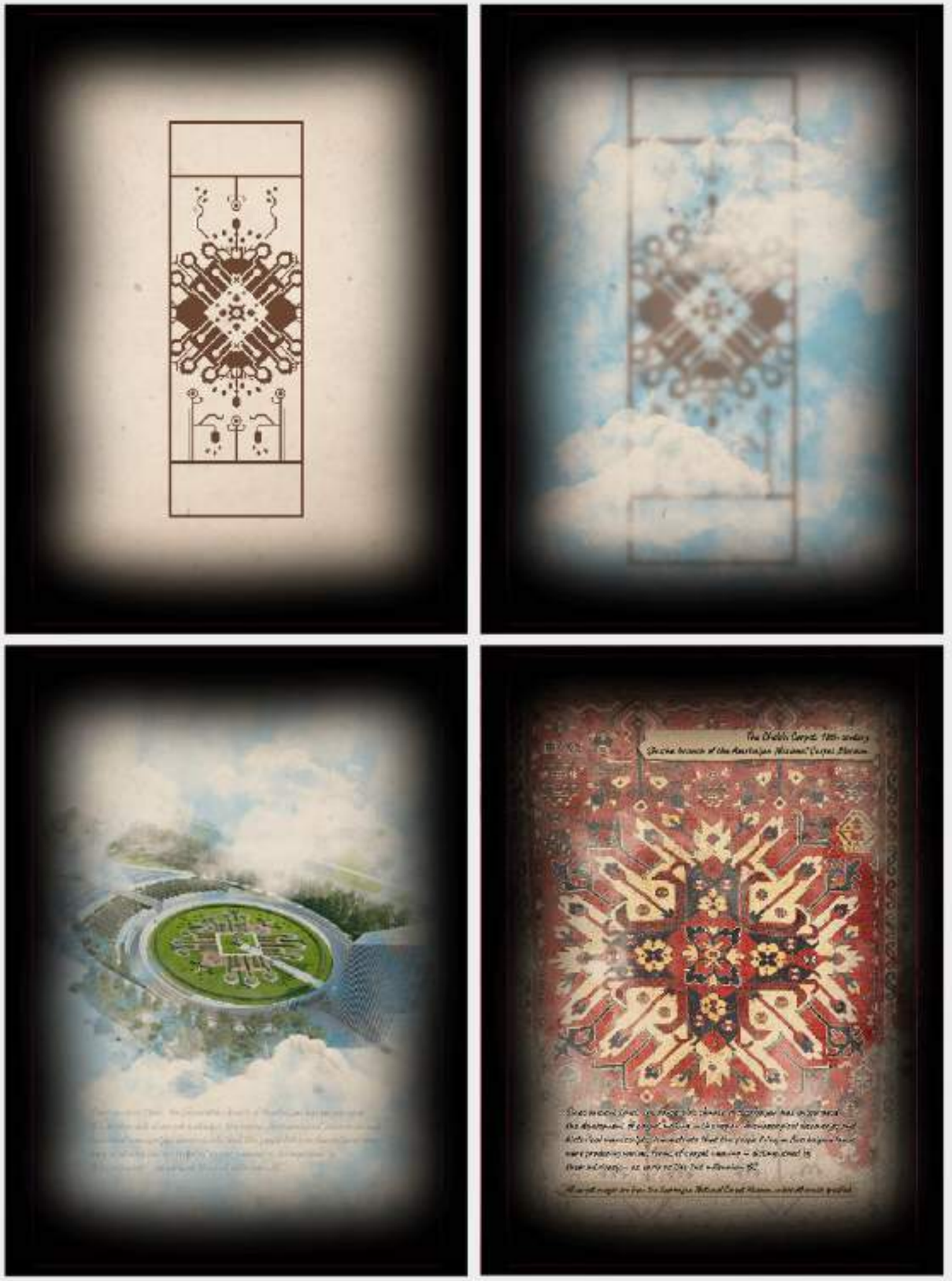




Photo of the interactive book of carpets



Storyboard of the interactive book of carpets



Storyboard of the interactive book of carpets









Storyboard of the interactive book of carpets



SIMMETRICO

MONACO PAVILION
EXPO OSAKA 2025

In Simmetrico, for the Monaco Pavilion for Expo 2025 Osaka, I worked on the creative and production phase of the pavilion.
I handled the post-production of all renders for the client presentation and developed the overall visual design and illustrations of the interactive table.
I also created the game pieces in 3D.

LINK:

www.simmetrico.it/project/principality-of-monaco-pavilion-2





Renders with post production







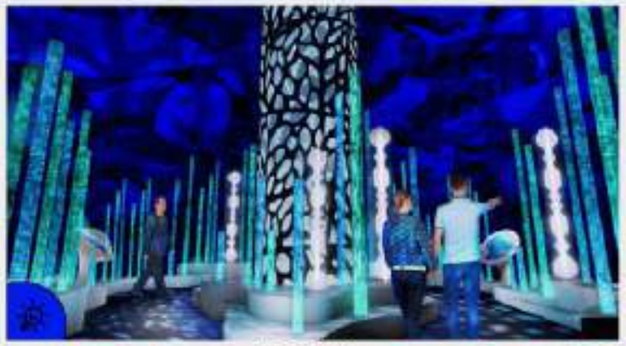




Renders with post production











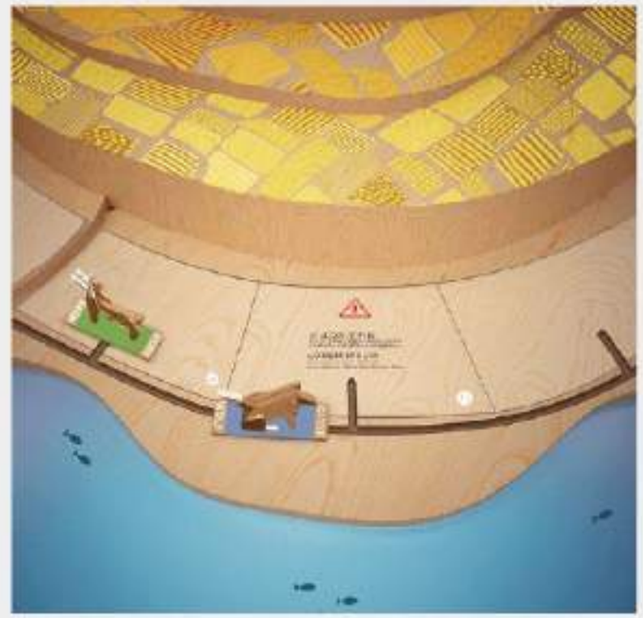
Photos of the interactive table





Visual design and illustrations of the interactive table







3D designs of the game pieces



SIMMETRICO

GCC PAVILION
EXPO DOHA 2023

In Simmetrico, for the Gulf Cooperation Council pavilion, I worked on the production phase of the pavilion.
In the next pages you can see the renders I made the post-production for the presentation.

LINK:

https://www.simmetrico.it/project/gcc-pavilion





Renders with post production









SIMMETRICO

AZERBAIJAN PAVILION
EXPO 2020 DUBAI

In Simmetrico, for the Azerbaijan Pavilion, I worked on the production phase of the pavilion.
I elaborated the storyboard for the interactive trees and did some graphic visuals for the presentation of the project.
In the next pages you can see the visuals for the presentation and two proposal storyboards I made for the interactive trees of culture and biodiversity.

LINKS:

- www.simmetrico.it/project/azerbaijan-pavilion
- https://tinyurl.com/AZexpodubai
- https://tinyurl.com/AZexpodubai02





Renders with post production





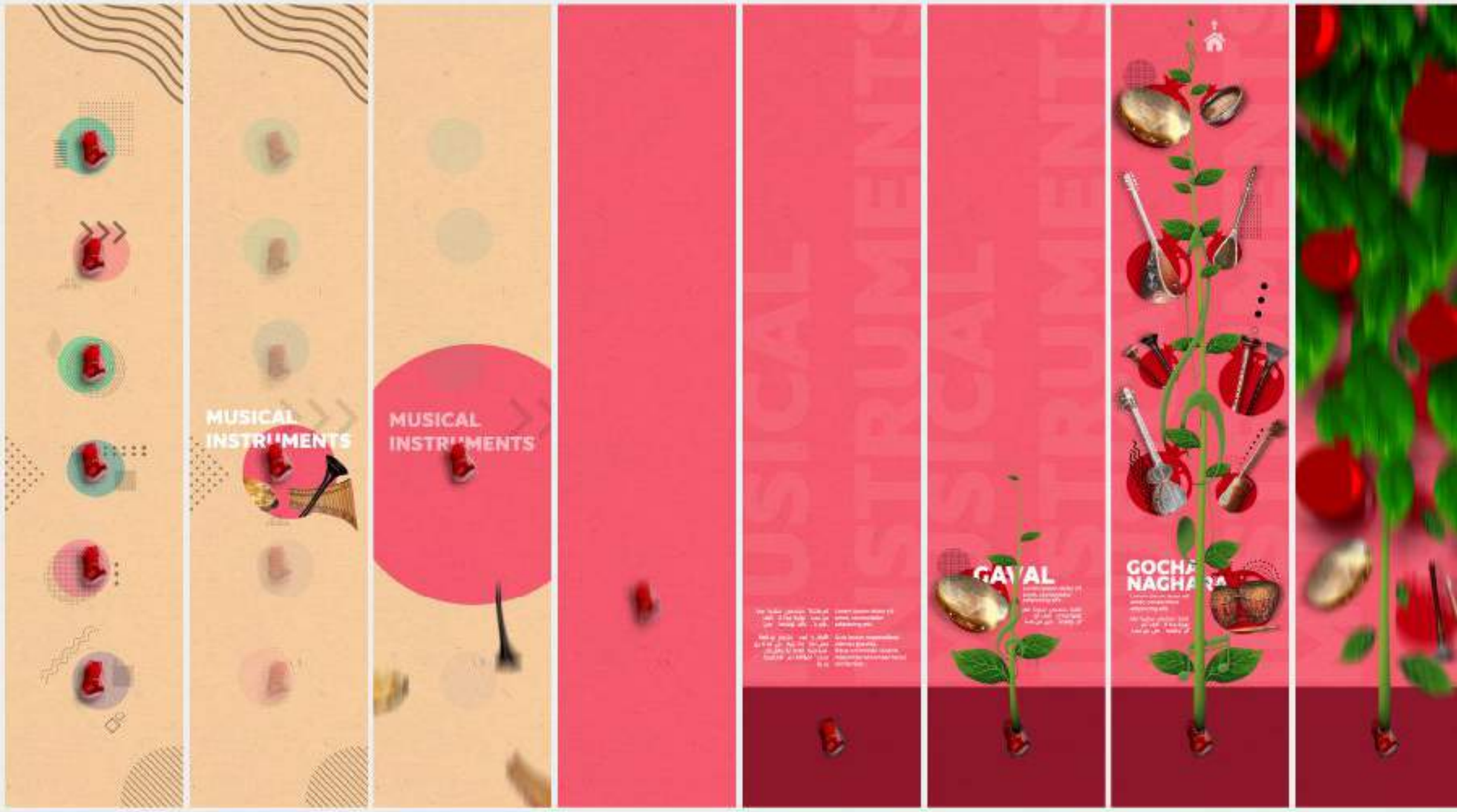




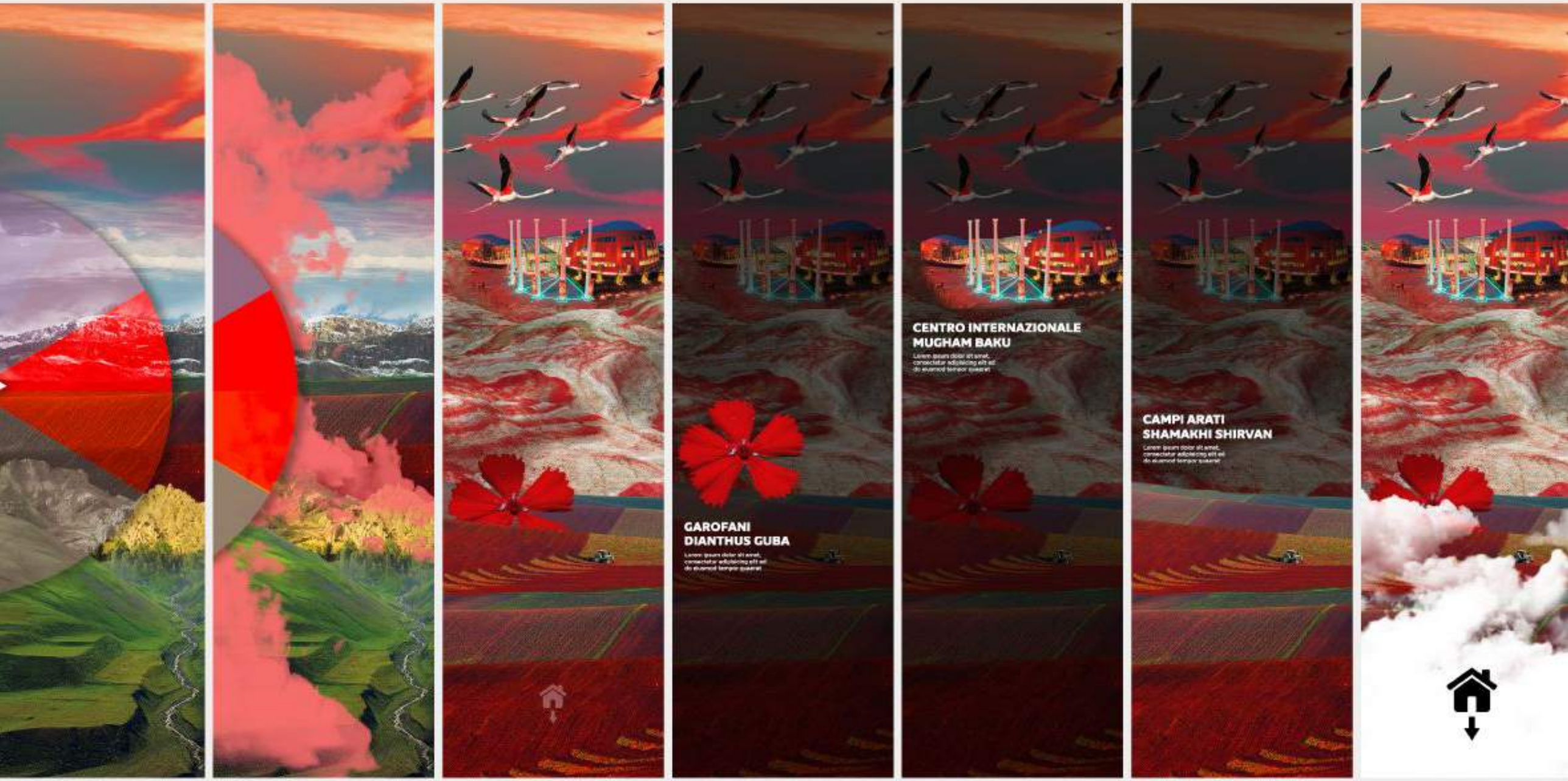
Photo of the interactive tree



Storyboard of the interactive Culture Tree



Storyboard of the interactive Biodiversity Tree



SIMMETRICO

BOSNIA AND HERZEGOVINA PAVILION
EXPO 2020 DUBAI

In Simmetrico, for the Bosnia and Herzegovina pavilion, I worked on the production phase of the pavilion.
I elaborated the visuals for the presentation, conceived and visualised the graphic of the heart-shaped installation, and designed the graphic walls.

LINK: www.simmetrico.it/it/project/padiglione-bosnia-ed-erzegovina/



Visual of the heart-shaped installation



Renders with post production









Graphic wall



SIMMETRICO

NIKOLAI KUZNETSOV
MUSEUM IN EKATERINBURG

In Simmetrico, for the Nikolai Kuznetsov Musuem,
I worked on the production phase of the entrance wall and the interactive walls.
I also did some graphic visuals for the presentation of the project.
In the next pages you can see two proposal storyboards I made for the interactive dossier.

LINK: https://tinyurl.com/Nikolai-Kuznetsov-Museum-2


Photo of the museum



Photo of the museum



Photo of the museum



Executive design of the museum wall



Executive design of the museum entrance



Executive design of the museum wall

Storyboard of the interactive book

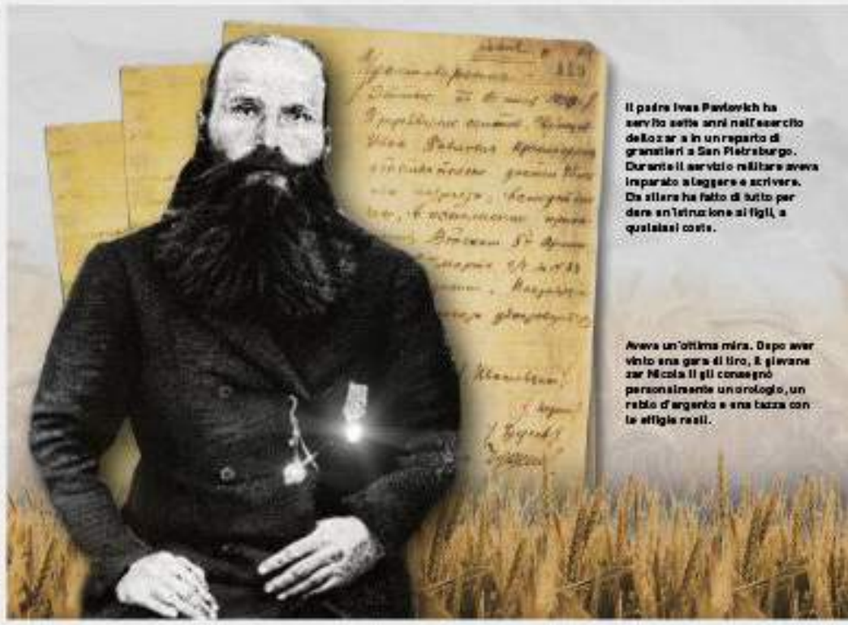




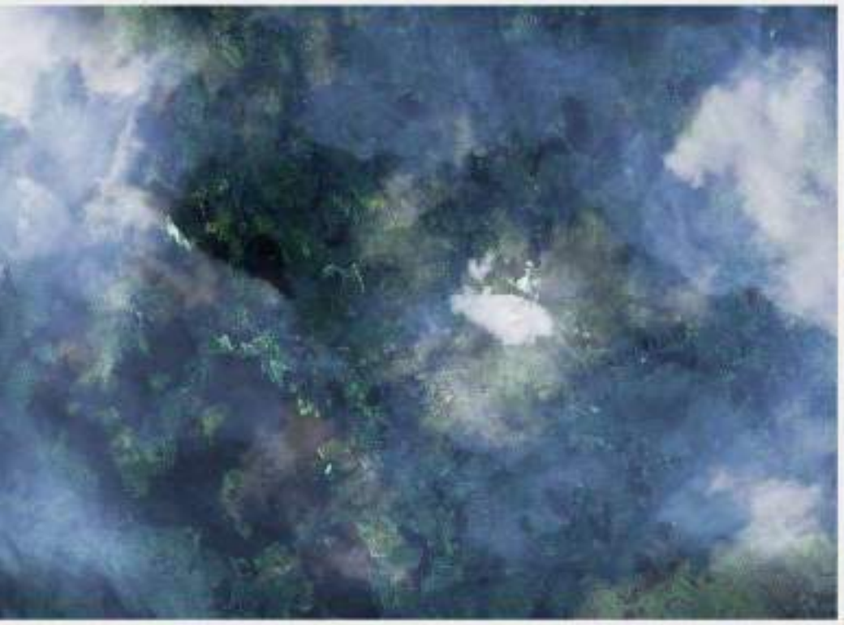








Storyboard of the interactive book













SIMMETRICO

NEW DIGITAL ERA
NIKOLAI KUZNETSOV MUSEUM

In Simmetrico, for the New Digital Era (Nikolai Kuznetsov Musuem), I designed the logo (applied on the wall) of the museum and developed the graphic visuals for the presentation.







SIMMETRICO

NEW MOSQUE FOR SHUSHA
BY THE REPUBLIC OF AZERBAIGIAN

In Simmetrico, using the 3D renders made by Simmetrico Architettura, I elaborated the visuals and the graphic layouts for the presentation of the project.

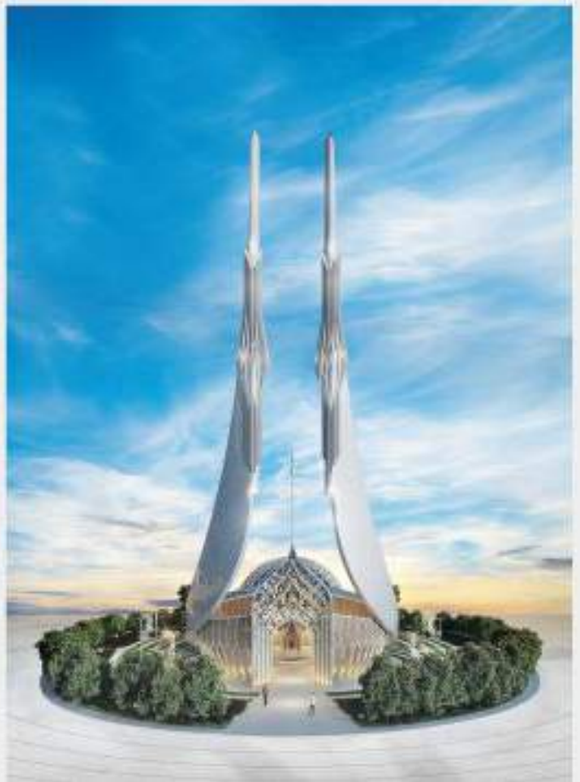
LINK: https://tinyurl.com/moscheaShushaAz

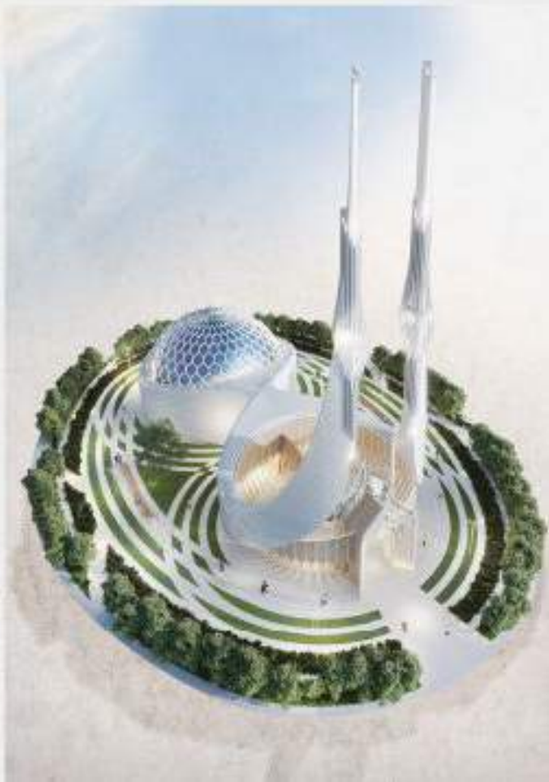


3D renders made by Simmetrico Architettura



Renders with my post-production





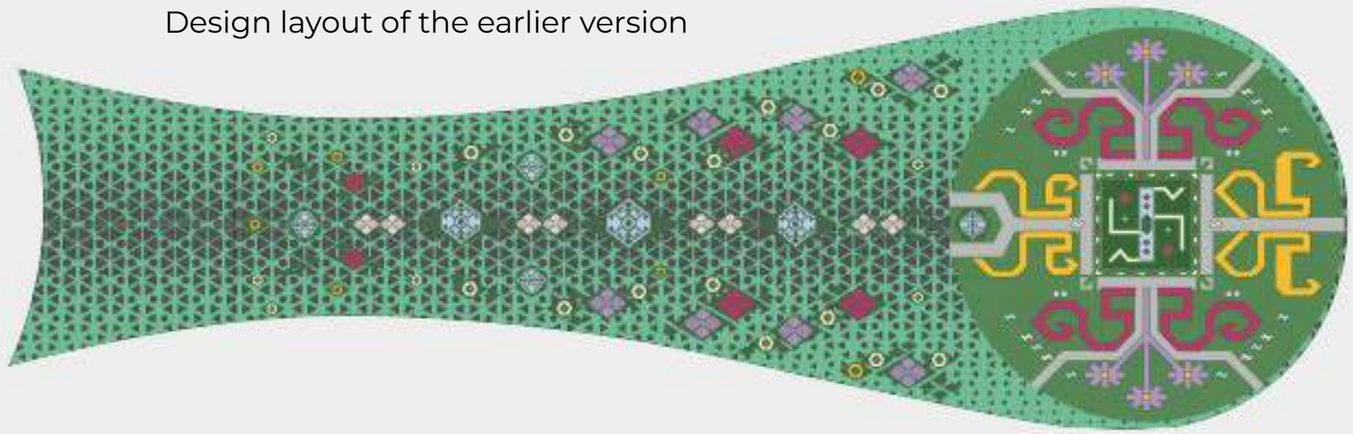
SIMMETRICO

VICTORY PARK
BY THE REPUBLIC OF AZERBAIGIAN

In Simmetrico, I managed the post-production of 3D renders by Simmetrico Architettura and created the design layout of elements inspired by traditional carpet patterns, both for an earlier version of the project.

The final built project spans a total plot of 98,000 sqm, with a memorial arch measuring 44 meters in height and 22 meters in width.

Design layout of the earlier version



3D renders made by Simmetrico Architettura + my post-production





EARLIER VERSION

SIMMETRICO

CONFINDUSTRIA BRESCIA
"SOLIDARITY | COMMITMENT | PRIDE" CONVENTION 2020

In Simmetrico, for the Confindustria Brescia convention 2020, I worked on the production of the visuals for the interactive tulle and did some graphic visuals for the presentation of the project.

LINK: https://tinyurl.com/confindustria-brescia





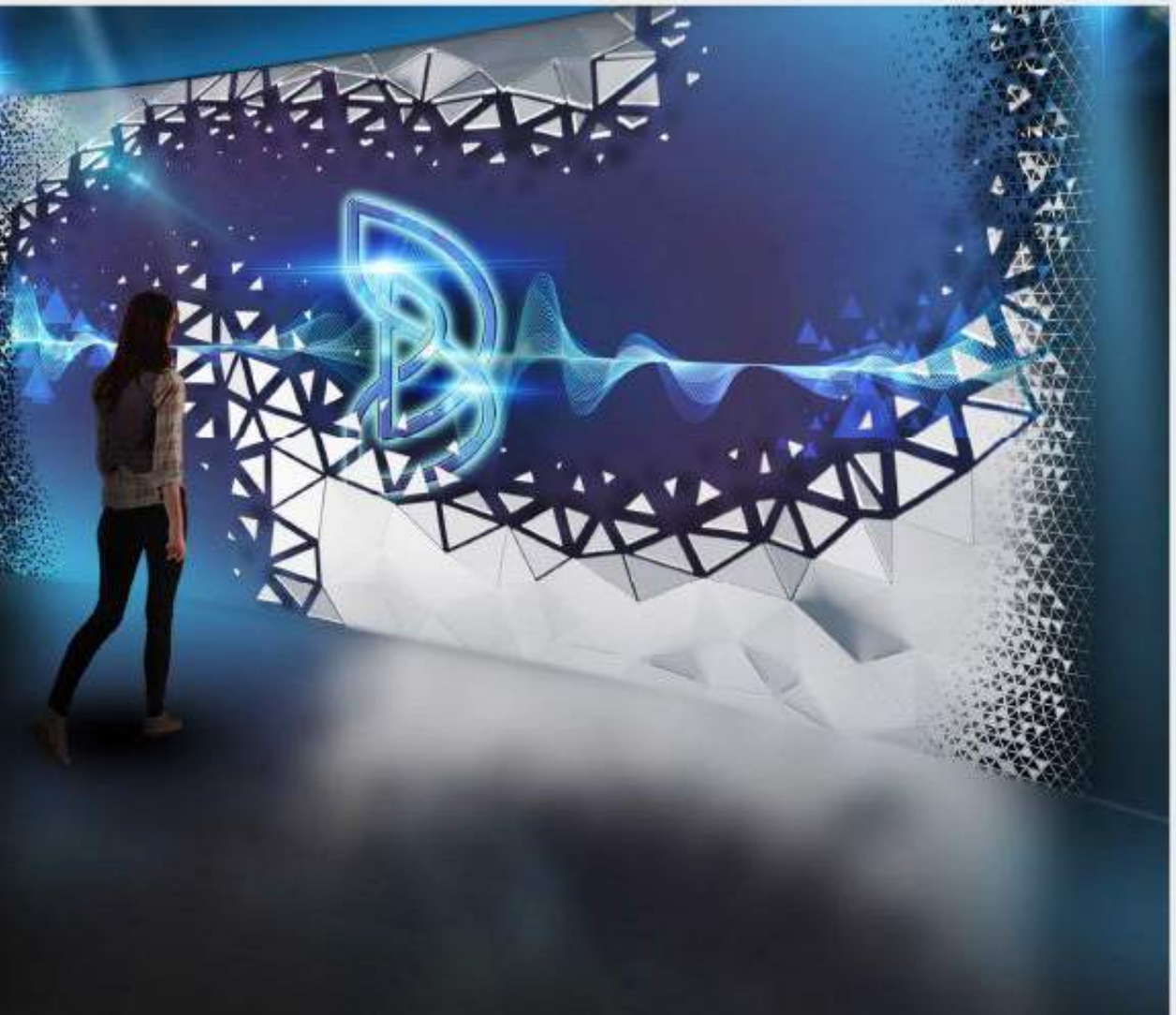


SIMMETRICO

BEEAH GROUP

INTERACTIVE VISUAL CONTENT FOR BEEAH'S VISITOR CENTRE IN UAE (PROPOSAL)

In Simmetrico, for the Beeah group visitor centre, I worked on the creative proposal of the presentation.
I worked on the visuals and template elements for the adult and children experience.







Visuals for the children experience



Graphic elements of the children experience









SIMMETRICO

JEEP 80TH ANNIVERSARY
WEB CONFERENCE (PROPOSAL)

In Simmetrico, for the Jeep 80th Anniversary web conference, I elaborated the graphic visuals for the presentation of the project.









100TH ANNIVERSARY OF BAHRAIN POLICE CEREMONY

In BonsaiNinja Studio Srl
I collaborated on the storyboarding phase of the 100TH anniversary of Bahrain police ceremony.

LINK: https://tinyurl.com/100annivBahrain

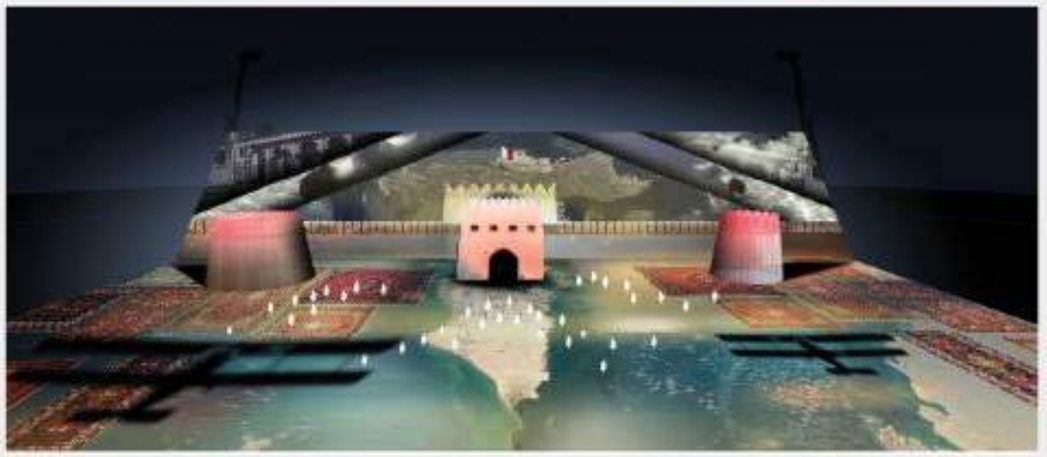


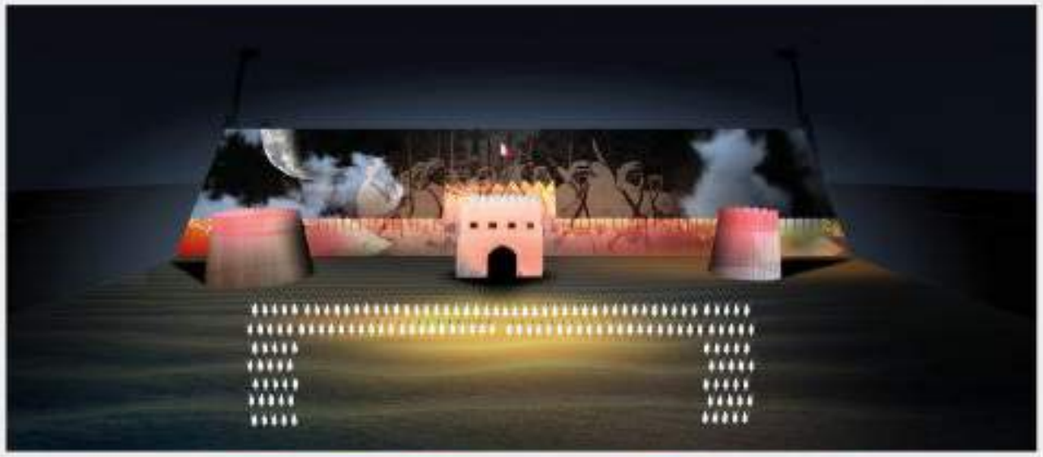














RETE 4 LOGO APPEARANCE

In BonsaiNinja Studio Srl,
I collaborated in the storyboarding phase of
the Rete 4 logo appeareance.

ABOUT

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SWOP

SWOP BRANDING

For the Italian marketplace startup SWOP, I developed the branding, designing a logo inspired by the swipe gesture to evoke dynamism and modernity, with the goal of creating a simple yet distinctive visual identity.

LINK: www.swop.it





MARTIAN MONO
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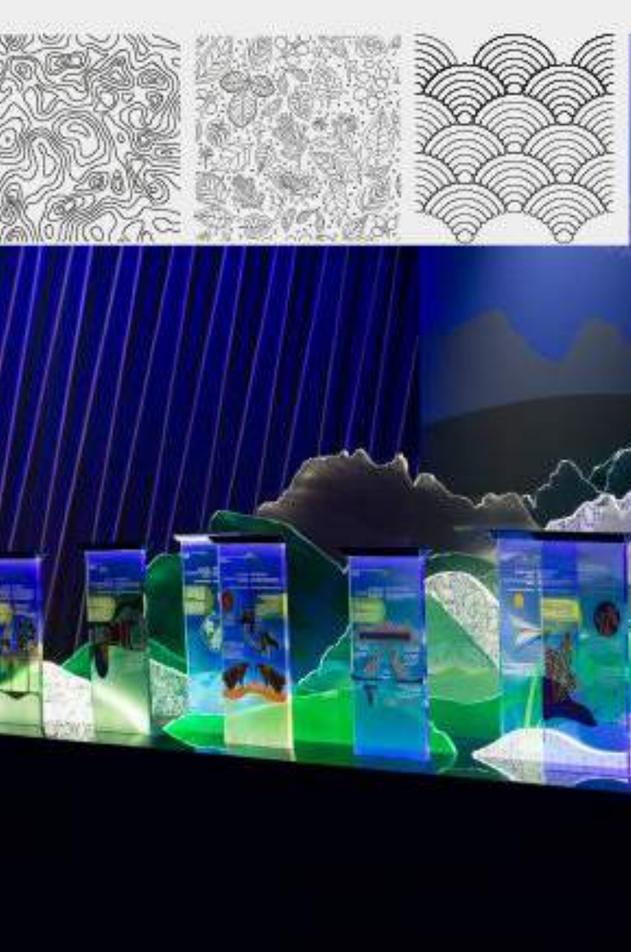
SIMMETRICO

MONTENEGRO PAVILION
EXPO 2020 DUBAI

In Simmetrico, for the Montenegro Pavilion, I worked on the production phase of the pavilion.
I elaborated the production storyboards for the interactive totems, the patterns for the interactive table and did some graphic visuals for the presentation of the project.
I also created the branding logo for the pavilion that you can see in the next page.

LINKS:

- https://tinyurl.com/MONexpodubai
- https://www.simmetrico.it/project/montenegro-pavilion





MONTENEGRO
EXPO 2020 DUBAI
BLESSED BY NATURE

الجبل الأسود
إكسبو 2020 دبي
مباركة بالطبيعة

C: %100 M: %80 Y: %10 K:%10

C: %50 M: %09 Y: %0 K:%0

C: %100 M: %80 Y: %10 K:%50





"At the birth of the planet the **most beautiful encounter between land and sea** must have been on the Montenegrin coast."

Lord Byron

SIMMETRICO

LESOTHO PAVILION
EXPO 2020 DUBAI

In Simmetrico, for the Lesotho pavilion, I worked on the production phase of the pavilion.
I have conceived and created the 22 meters long floor sticker

LINK: www.simmetrico.it/it/project/thematic-district-pavilions-2/

Graphic concept



Photo from the Pavilion



SIMMETRICO

KIRIBATI PAVILION
EXPO 2020 DUBAI

In Simmetrico, for the Kiribati pavilion, I worked on the production phase of the pavilion.
I have conceived and designed the rafting paddles.

LINK: www.simmetrico.it/it/project/thematic-district-pavilions-2/



Graphic concept



Photo from the Pavilion

SIMMETRICO

HAITI PAVILION
EXPO 2020 DUBAI

In Simmetrico, for the Haiti pavilion, I worked on the production phase of the pavilion illustrating the graphic wall.

LINK: www.simmetrico.it/it/project/thematic-district-pavilions-2/

Executive illustration of the wall



Photo from the Pavilion



SIMMETRICO

NEW BUILDING OF THE EMBASSY OF AZERBAIJAN
ITALY

In Simmetrico, for the new building of the Embassy of Azerbaijan, I worked on the production phase conceiving and designing the graphic wall for the Piano Room and creating custom carpets inspired by Azerbaijan's cultural heritage, blending tradition with modernity.

LINK:
https://www.simmetrico.it/project/the-new-building-of-the-embassy-of-azerbaijan-in-italy/



Executive illustration of the graphic wall

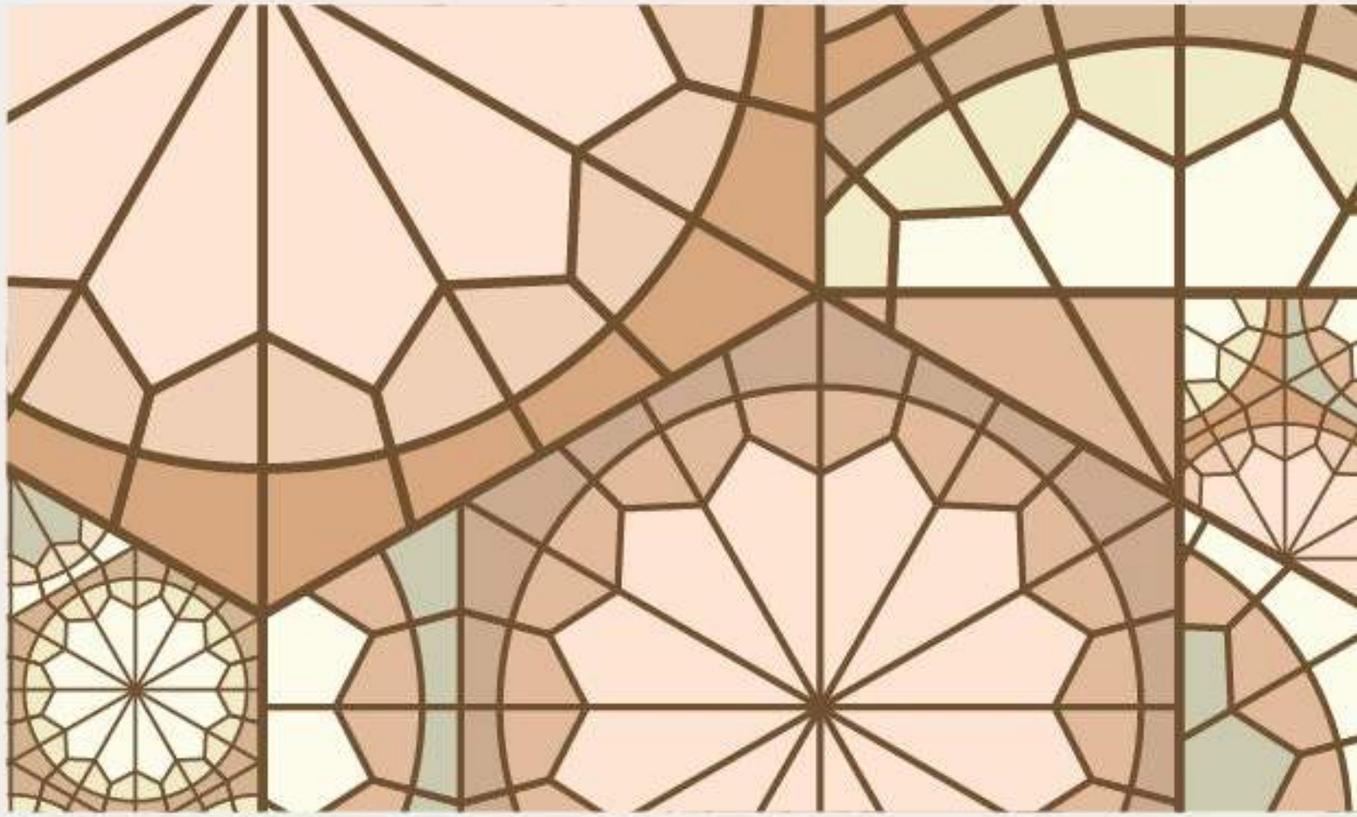




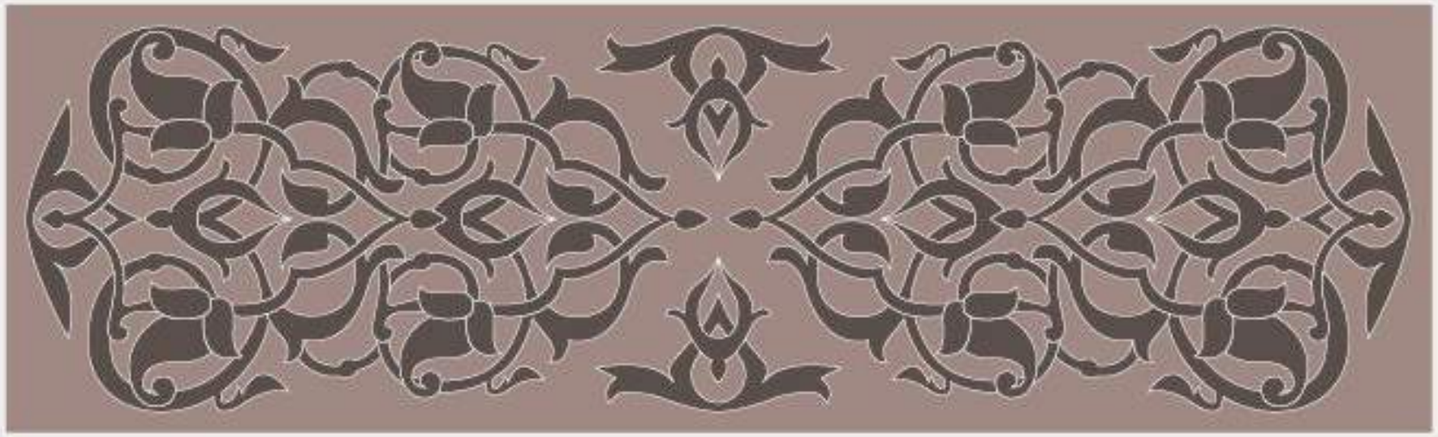
Photo of the room of the Embassy

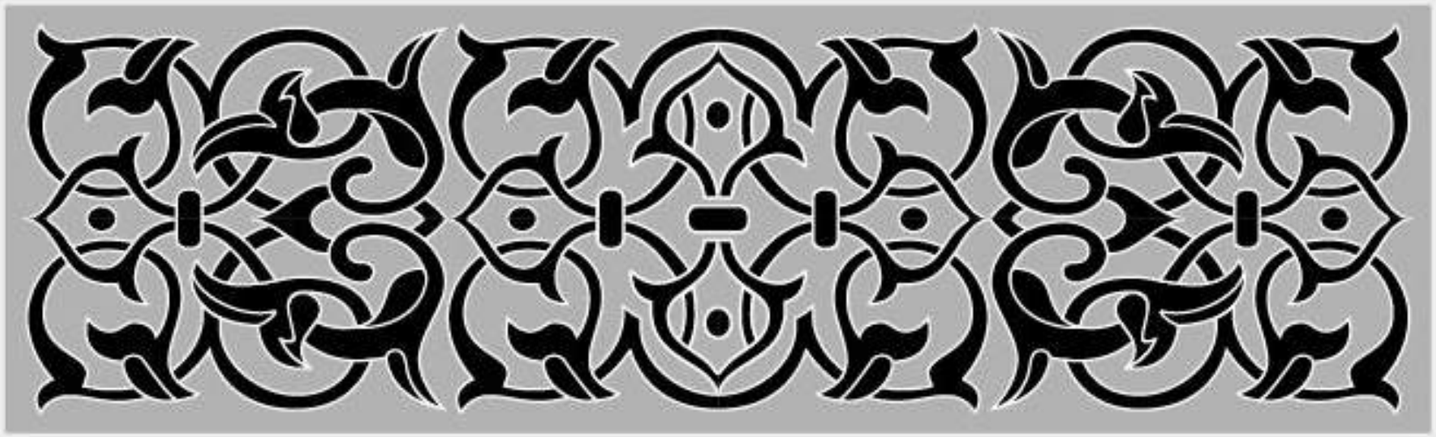






Executive design of the carpets







SIMMETRICO

INSTAGRAM SIMMETRICO

Since april 2021, for the Instagram page of Simmetrico, I'm currently directing the graphic layout of the posts and for the first few weeks I did some visual covers.

LINK: https://www.instagram.com/simmetrico_official



@simmetrico_official

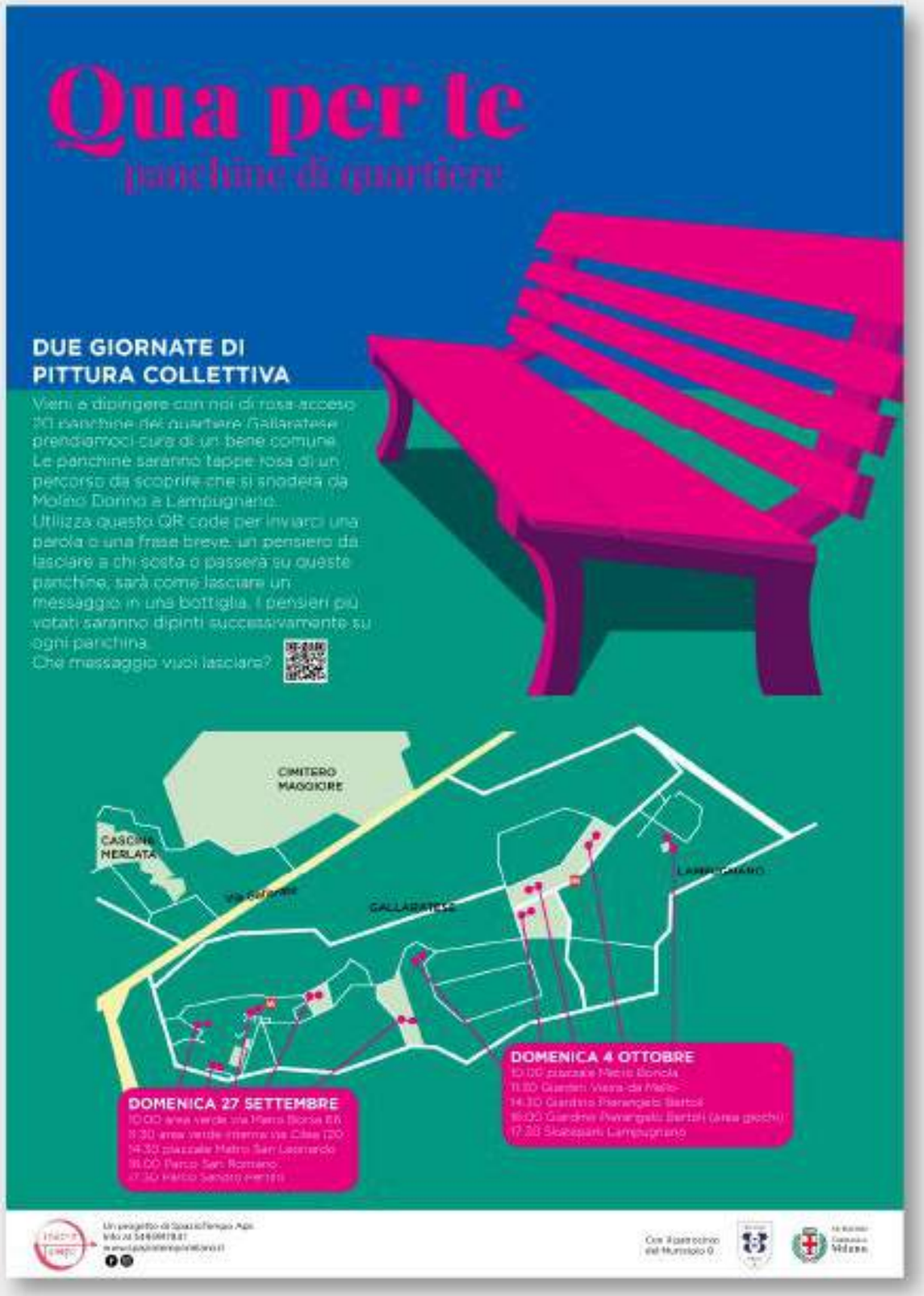


QUA PER TE, PANCHINE DI QUARTIERE

In the Gallaratese neighborhood of Milan, you'll find the pink benches from the 'Qua per te, panchine di quartiere' project. For SpazioTempo Aps, I designed the poster, Facebook banner, Instagram post, flyer, postcard, and A4 panel for this initiative, and I also joined in on the bench-painting event.

LINK: www.spaziotempomilano.it





new Business Media

MAGAZINE LAYOUT DESIGN

In New Business Media Srl i did some magazine layout with Adobe indesign and their server K4.

LINK: www.newbusinessmedia.it

MAGAZINES:

terra è vita · MARK UP · GDOWEEK · GRAPH Grandi Firme · ambiente cucina · tp

LAYOUT EXAMPLES:













GRAPH Grandi Firme

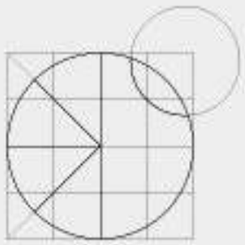
GDOWEEK

BRANDING LOGO FOR JAMME JA: AMALFI COAST HIKES

This is the logo I made for "Jamme Ja: Amalfi Coast Hikes",
a brand that will make you discover the coasts of amalfi (Italy).
The logo is made by an half of lemon, a sun, sea, bright colors
and an iconic outline.

LINK: https://tinyurl.com/amalfi-coast-hikes







Pantone P 1-6C

Pantone 08721

Pantone P 30-5C

Pantone P 69-12C

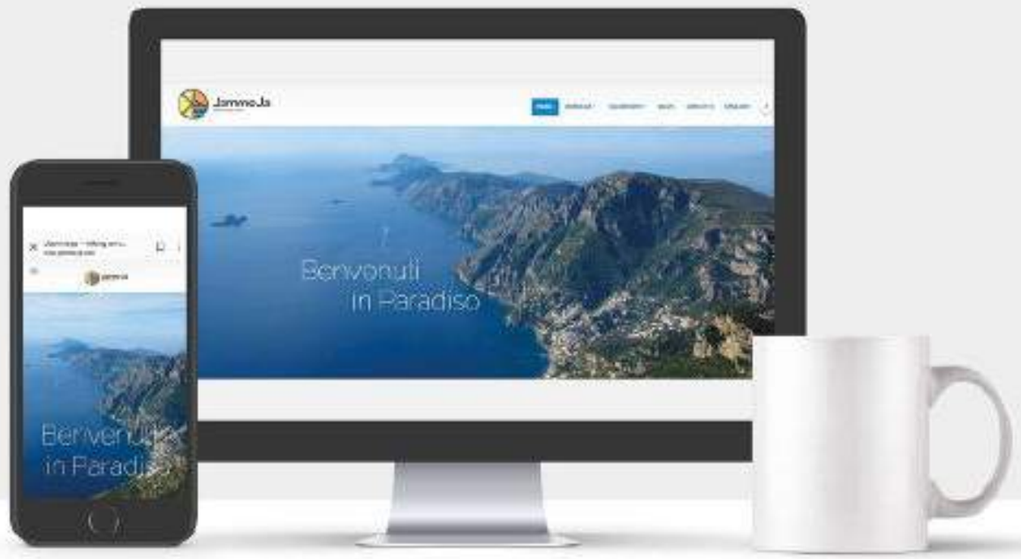






Jamme Ja
AMALFI COASTS HIKES





Radio Popolare

REBRANDING LOGO FOR RADIO POPOLARE (PROPOSAL)

This is the logo I made for “Radio popolare”.
The concept of this logo are the initials RP and the frequency.





RADIO POPOLARE

RADIO POPOLARE

ABOUT

GENERATIVE AI

VISUAL DESIGN

GRAPHIC DESIGN

PERSONAL PROJECTS

HYPER DXNUT

HYPER DXNUT: 3D PRINTED ART TOYS AND ACCESSORIES

Hyper Dxnut is my own brand that brings to life a series of handcrafted collectibles, limited edition toys, and 3D-printed design pieces, each one designed with a unique identity and attention to detail.

LINK: www.instagram.com/hyperdxnut/













ILLUSTRATED SERIE

Softwares: Blender, Adobe Photoshop.











EMERALD PROJECT

Softwares: Stable Diffusion, Adobe Photoshop.











CONTAMINATED PORTRAITS

Softwares: Stable Diffusion, Adobe Photoshop.















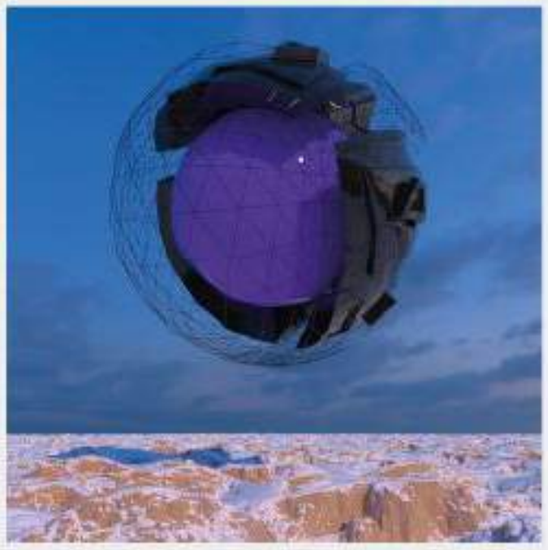




3D GRAPHICS

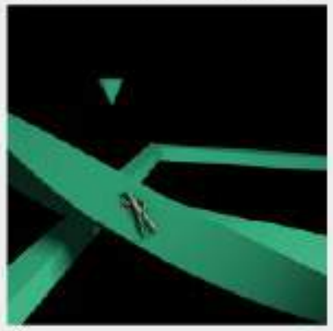
Softwares: Cinema 4D, Daz Studio,
Corona Render, Adobe Photoshop.

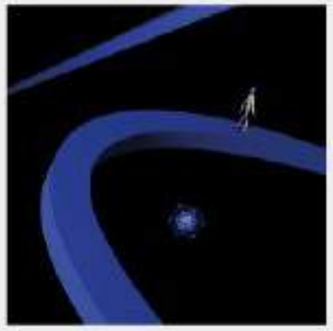






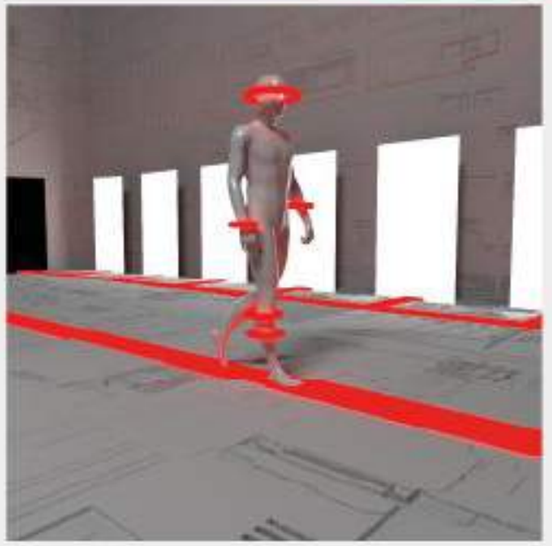












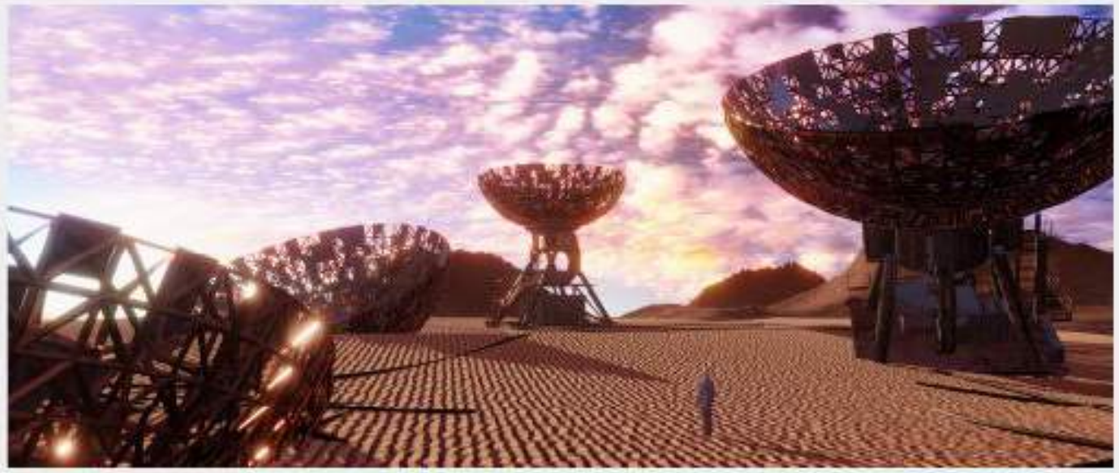






3D GRAPHICS

Softwares: Blender, Adobe Photoshop.















ILLUSTRATIONS

Softwares: Adobe Illustrator, Adobe Photoshop.





























POSTERS DESIGN
(SINCE 2017)

Softwares: Adobe illustrator, Adobe Photoshop, Cinema 4D.

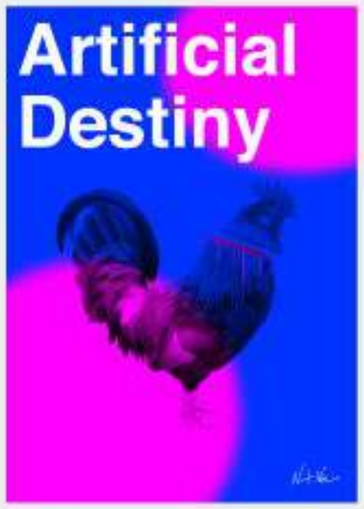


















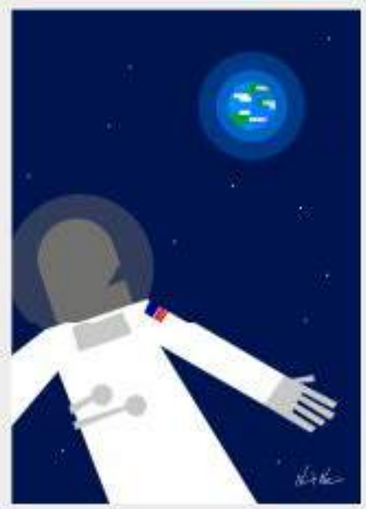












THANKS FOR WATCHING!

LINKS/SOCIALS: https://link.me/@nicolaneri

MAIL: nicolaneri.gfx@gmail.com

CV: tinyurl.com/NeriNicolaCVnew

Nicola Neri gfx