



About

Designer by profession, curious explorer, and keen observer. For me, design is a powerful tool to solve real problems, improve quality of life, and create experiences with tangible impact.

My approach is simple and holistic: designing with purpose, starting from real needs and turning ideas into meaningful solutions. Since 2013, I have worked as a freelancer, collaborating with design studios and companies, developing projects ranging from physical products to digital experiences.

I am currently developing a personal project to simplify the lives of people with diabetes, a condition I live with every day.

I love the exploratory journey of design: discovering new perspectives, creating unexpected connections, and bringing ideas to life that have the potential to make a difference.

My motto is: Design with purpose, design for the future in a constantly evolving world.

Years of experience

11

Languages

Ita ● ● ● ● ●
Eng ● ● ● ● ●

Tools & Technologies

Figma, Sketch, Protopie, Framer, Wix Studio, Invision, Zeplin, After Effects, Premiere Pro, Photoshop, Illustrator, Rhinoceros 3D, KeyShot

Contact

✉ info@suozzo.it
☎ +39 3491678330
🌐 www.giuseppesuozzo.com
📍 Milan, IT

Experience

ott '18 — Now

Robilant
Digital Designer

I work on designing and creating digital experiences, ranging from websites to visual design and engaging digital products. I have collaborated on numerous projects, working closely with multidisciplinary teams to deliver effective solutions aligned with client objectives. Some of the key clients I have worked with include JTI, Ploom, Rivolta Carmignani, Neutro Roberts and Curasept.



Experience

2/2

feb '13 — Now

Suozzo · Freelance
Product Designer - UX/UI

As a freelance designer, I have worked on projects ranging from physical product design to digital experiences, collaborating with design studios and companies to develop intuitive and functional solutions. On some projects, I have taken on creative direction roles, working with multidisciplinary teams to ensure consistency and quality.

lug '17 — lug '17

Cibic Workshop
Product Designer

I collaborated on designing the user experience of a retail space, focusing on both furniture design and interior layout to optimize customer flow and interactions.

mar '16 — giu '16

Matteo Fantoni Studio
Product Designer

For The Student Hotel project in Bologna, I collaborated with the studio's team to develop preliminary concepts aimed at improving the accessibility and usability of the spaces. The goal was to design dynamic and functional environments capable of meeting guest needs and ensuring intuitive use.

ott '15 — gen '16

Rodolfo Dordoni
Product Designer - Internship

During my experience at Rodolfo Dordoni Studio, I collaborated with the internal team to develop design proposals for furniture intended for prestigious Italian brands such as Kartell, Molteni, and Roda. I focused on creating innovative and aesthetically refined solutions that aligned with the studio's identity and the distinctive style of each brand.

mar '13 — mar '15

ArckInG Studio
Product Designer



Education

'14 — '15

SPD Scuola Politecnica di Design Product Designer

During the Master's program in Product Design at SPD, I gained advanced skills in product development, exploring the entire production chain, from the initial concept to the finished product. The course focused on topics such as materials, production processes, aesthetics, and consumer behavior, with a particular emphasis on sustainability and new technologies.

Through a combination of theoretical and practical learning, I acquired the tools to tackle both mass production and self-production, developing the ability to design innovative solutions in dialogue with social and cultural contexts. The experience was enriched by an industry internship, where I followed projects from ideation to production, consolidating an integrated vision of design, strategy, and entrepreneurship.

'10 — '13

Naba Design

My three-year Bachelor's degree in Design at NABA allowed me to explore the diverse dimensions of design, integrating creativity, technology, and technical precision. Through a practical and multidisciplinary approach, I developed skills in product design, system design, interaction design, and urban design, with a particular focus on innovative materials and prototyping.

Among the most significant projects, I developed a magnetic suspension system for bicycles, inspired by the technology of Japanese magnetic levitation trains, combining technological research with practical application. My studies culminated in a thesis project titled 'The Body in Objects', which led me to design a lamp inspired by the biomechanics of the human knee, exploring the relationship between form, movement, and functionality.