

DELL'AGOSTINO MATTEO

Interaction Designer
/
Creative Technologist

Profile

I'm an interaction designer based in Lugano, Switzerland with a background in Interaction and Communication Design. I thrive at the intersection of graphic expression, emerging technology and curiosity-driven exploration. I believe in design as a versatile tool for meaning-making across disciplines. Passionate about learning, experimenting and connecting ideas beyond traditional boundaries.

Experience

NOVA - scientific collaborator [September 2025 - now]

Developing research-driven interactive experiences for the NOVA project, in collaboration with the Institute of Design, Research and Innovation.

Automatic Writer Machine - stage object designer and production [September 2025 - February 2026]

Commissioned by SeedPlus for "Lo Scrittore Automatico", this role involves designing and producing the automatic writer machine under the supervision of a scenographer for a theatre production.

LIAlab - communication designer [September 2025 - February 2026]

Contributed to the LIAlab project by designing the visual identity, website, and layout of academic communication materials.

Forgis - UX designer and researcher [September 2025 - December 2025]

Redesigning robotic automation software through UX research, interaction flows, and interface solutions to reduce complexity in PLC and robot programming workflows.

OIO studio - interaction designer (intern) [2025]

Designing future-forward interactive experiences and digital products working with companies such as Google, IKEA and Spotify.

Watt About - brand and data visualization designer [September 2024 - now]

Designing interactive learning methods to spread energy literacy among young students, in collaboration with big energy related company and institutions in Switzerland (AET, AIL, Ticino Energia, SUPSI, Department of Territory, RSI EDU, Éducation 21). I also curated the branding and the communication of the project.

Cooperativa Triasso e Sassella - wine production and event manager [2020 - now]

Wine production and experience design in a Valtellinese Winery.

Education

Master of Arts in Interaction Design - SUPSI [September 2023 - February 2025]

Multidisciplinary program focused on the design and development of interactive systems, blending human-centered approaches with programming, physical computing and emerging technologies to create innovative digital experiences.

Bachelor in Communication Design - Politecnico di Milano [September 2020 - July 2023]

Comprehensive education in visual communication, focused on designing complex systems across various media, with strong skills in graphic design, visual storytelling and user-oriented communication.

High school diploma in IT [September 2014 - June 2019]

Foundational training in computer science, programming and IT systems, with basic knowledge of software development, databases and network architecture.

Skills

Creative coding and development

JavaScript, HTML/CSS, Python, MicroPython, C/C#, Arduino

Emerging Technologies

AI-integrated workflows, speculative interaction, connected devices

Prototyping & Fabrication:

Physical computing, 3D modeling (Fusion360), 3D printing, laser-cutting

Graphic development

Adobe Creative Suite (Illustrator, InDesign, Photoshop, After Effects, Premiere), Figma

Entrepreneurship

Project management, customer-centric research, competitive analysis, business model and plan, MVP

Design & Research

User research, usability testing, iterative design methods

Selected achievements

iF Design Student Award [June 2026]

NOVA was awarded at the iF Design Student Award, recognizing its value as an innovative project that combines interaction design, education, and energy literacy for younger generations.

Stories Make Worlds exhibition [May 2026]

The project, Moondo, was presented at Stories Make Worlds, an exhibition on speculative design in dialogue with Alessandro Puccia's artistic research.

Sales for Startups - Innosuisse Entrepreneurship Training [September 2025]

Completed Venturelab's Innosuisse Sales for Startups training, gaining practical tools to define sales strategies, approach customers, and structure early-stage business development.

BRIDGE Proof of Concept Winner [June 2025]

The project NOVA was selected as one of the winners of the BRIDGE 2025 funding call, a Swiss national program supporting innovative design and research initiatives.

Anthropogenic Scenarios, Milano Design Week [April 2025]

The projects, Moondo, was presented during the Design Week in the Politecnico di Milano stand on speculative design at Salone Satellite.

Paper Presentation at CHI 2025 Workshop: Maternal Machines [March 2025]

Contributed a short paper of LOOM, a speculative design project supporting women during pregnancy, at the Maternal Machines: Imagining Experiences in Perinatal Care workshop held at CHI 2025 in Yokohama, Japan. The workshop explored non-numerical forms of knowledge and touch in perinatal care contexts. The paper was developed in collaboration with Serena Cangiano and Alice Mela and presents a group project created as part of their course within the Master in Interaction Design at SUPSI.

Anthropogenic Narratives exhibition in Triennale di Milano [April 2023]

Moondo was presented in a exhibition in Triennale di Milano, during the Anthropogenic Narratives exhibition.