



Giacomo Pedemonte

Designer of delightful UI with thoughtful UX, passionate design system engineer and 3D artist.

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Portfolio:
giacomo.io

Professional Experience

Freelance Projects

Nov. 2024 – Now

- TWINT: Support and further development of the design system and consulting
- Geistlich: Realistic 3D visualizations for packshots of medical biomaterials

Ginetta AG, Zürich • Expert UX Designer

Mar. 2024 – Oct. 2024

- TWINT: Led the development of a design system from pitch to handover including consulting
 - Bayer: Design Team Lead for the harmonization of "Crop Science EMEA" websites
 - PiR: Teaching a design and prototyping course for senior professionals
- Additionally, mentoring a design trainee, leading a design system community, and more

Ginetta AG, Zürich • Senior UX Designer

Oct. 2021 – Feb. 2024

- ZKB: Two years as Design Lead of the Mobile Team with three apps
- Endress+Hauser: Leading the development of a design system
- Holcim: Vision for an ordering platform including concept, UX, and clickable prototypes

Quaint AG, Zürich • 3D Generalist

Oct. 2020 – Apr. 2021

- Migros: 3D animation film explaining the supply chain including storyboarding, visual language, etc.
- ResponsAbility: 3D animation films on social and environmental risks for renewable energy projects
- Geistlich: 3D key visuals with realistic art style including modeling, texturing, lighting, etc.

Eyekon AG, Zürich • Interaction Designer & Art Director

Mar. 2016 – June 2020

- MediData: Multi-year mandate including rebranding, website relaunch, user portal, print materials, etc.
 - UZH: Design Lead from pitch to handover for campus app
 - City of Winterthur: Design Lead from pitch to handover for portal with city services
- Additionally, projects for Switzerland Tourism, EAO, pom+, BLS, and more

Freelance Projects

Juli 2013 – Feb. 2016

- Technische Sammlung Dresden: Interactive installation and web app development
- Holzbau Albert Manser AG: 3D architectural visualization for multi-family house
- Haus Appenzell: Artistic interactive installation

Education

- Bachelor of Arts in Interaction Design, ZHdK
- Propädeutikum (foundational art course), GBSSG
- Gymnasium (high school), KSR

Relevant Skills

Figma, Adobe Creative Suite, Miro, Confluence, Jira, Scrum, SAFe, Frontend Dev (React), Cinema 4D

Languages

Swiss German, German, English, Italian (spoken)