

ANDREA UNALI graphic and motion designer

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PROFESSIONAL EXPERIENCE

- **2014 / PRESENT**
GRIND STUDIO

Art director, Motion Designer, Project Manager.

In 2014, I established **GRIND STUDIO**, a ready and willing Video Production Company with a strong background in Graphic Design, Visual Communication and Animation.

GRIND puts together design and production thanks to a team made of motion design directors, graphic designers, illustrators, animators, 3d artists, video makers, vfx artists, and sound designers.

- **2012 / 2014**
LEO BURNETT

Art director, Motion Designer.

My work experience includes art direction of advertising campaign, integrated communication projects, digital design, concept and development of video projects for clients such as **Chrysler, Jeep, Fiat, Iveco, Ing Direct, Samsung, Braun, P&G, Star.**

- **2001 / 2011**
ZONA 13 STUDIO, MILANO

Art director, Motion Designer, Graphic and Interactive Designer, Project Manager.

In 2001, after several years of experience as a graphic designer, I established the Milan-based **Zona13 Studio** alongside Matteo Musci and Davide Bellocchio concentrating our design activities in Graphic Design, Interaction Design, Motion Graphics and Photography.

Our work has ranged from projects for direct clients as well as for top advertising agencies like, **Ogilvy and Mather, Young & Rubicam, Göttsche, JWT, Leo Burnett, Robilant** and various others. Over ten years of experience my work has focused on a varied range of projects from planning and development of websites, layout and creation of advertising posters and flyers, motion graphics, art direction, concept and creation of brochures, leaflets, invitations and communication materials for clients such as **TDK GmbH, Samsung, Chantecler Jewelry, Shell, Ariston.**

In addition collaborated with production companies and event agencies such as **Filmaster, Proxima, Moviewell, DPR Events, PRY** and **MAD** for creativity, graphic design and animation on projects for clients such as **Audi, Fiat, Nike, Adidas, Puma, Sony Ericsson, Sergio Tacchini, Winston and Camel.**

- **1999/2001**

- **MEDIAFRIENDS**

Art director, Graphic designer.

Responsible for special project to develop “**dU**” magazine commissioned by **VOLKSWAGEN-Italy**. Creation of catalogs, calendars and special editions.

Art Direction and graphic design for publication **TATTOO LIFE**, collaboration with the editor for researching material and coordination of external resources for production (translations, pre-press, printing).

Designed print ads for editorial partner TATTOO LIFE.

- **NEW VISUAL TRENDS EXHIBIT**

Participated in collective exhibition dedicated to graphic experimentation targeted to young graphic designers. The exhibit was held at Villa La Salara in Bologna and at Arengario in Milan. My work was featured in the catalog which was distributed internationally and reviewed by several national magazines (Max, Io Donna, etc.).

- **1996/1999**

- **FLAMINGO EDIZIONI**

Art director, Graphic designer.

Art Direction and graphic design for the publication “**UP MAGAZINE**” and subsequent special editions.

- **1994/1996**

- **THE C - Servizi Editoriali**

Graphic designer.

Creation of logotypes and corporate identity. Page layouts for various printed materials such as calendars, books, magazines.

TECHNICAL SKILLS

Excellent knowledge of **Apple Mac platform**, management of hardware as well as print production techniques for high quality printing.

Software:

Excellent skills in: **Adobe PHOTOSHOP, Adobe ILLUSTRATOR, Adobe AFTER EFFECTS.**

Good knowledge of **Maxon CINEMA 4D, Adobe PREMIERE PRO, Adobe INDESIGN, Adobe FLASH, Apple FINAL CUT PRO.**

EDUCATION

- **1993**
Istituto A.I.C.I.S.T., Milano.
Specialization certificate in Computer Graphics.
- **1992**
Istituto G. Galilei, Milano.
Diploma Technician of Graphic Arts.

LANGUAGES

English - excellent skills written and spoken.

INTERESTS

Photography, Vjing, Djing, Vinyl record collecting, Snowboard, Skateboard, Graffiti, Street Culture.