



TEODORO RAGAZZI

DESIGNER

CALL ME
+39 3280590346

PERSONAL

Name	Teodoro William
Surname	Ragazzi
Date of birth	18/04/1988
Nationality	Italian, Swiss
Languages	Italian, English

CONTACT

Mobile	+39 3280590346
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Email	info@teodororagazzi.com
Skype	teo_rag
Address	via R. Teodolinda, 5 26100, Cremona Italy

WORK

Experience	6+ years
Currently	Freelance Industrial and Transportation Designer

EDUCATION


Masters	Transportation Design at Politecnico di Milano
Degree	Industrial Design at Politecnico di Milano

SOFTWARE

Autodesk Alias	<div style="width: 100%; height: 10px; background-color: red;"></div>
Autodesk Maya	<div style="width: 100%; height: 10px; background-color: red;"></div>
Keyshot	<div style="width: 80%; height: 10px; background-color: red;"></div>
Photoshop	<div style="width: 90%; height: 10px; background-color: red;"></div>
Sketchbook	<div style="width: 85%; height: 10px; background-color: red;"></div>

ONLINE PROFILE

 **LinkedIn**
www.linkedin.com/in/teodororagazzi

 **Behance**
www.behance.net/teodororagazzi

TIMELINE

- 2018 - present** ● **Senior designer**
Italian Volt
Gallarate, IT
- 2016 - present** ● **Freelancer**
- 2013-18** ● **Designer and Alias modeler**
Q-id
Forlì, IT

I had the opportunity to work for brands like: Mv Agusta, Ferrari, Ducati, Piaggio, Aprilia, Kawasaki, Moto Guzzi, Harley-Davidson, Givi, Cisa, RCF, Technogym and many more.
- 2016** ● **Designer and modeler**
Drivr
Copenhagen, DK
- 2012** ● **Master in Transportation Design**
at Politecnico di Milano
Milano, IT
- 2011** ● **Degree in Industrial Design**
at Politecnico di Milano,
Milano, IT

ABOUT ME

I'm an industrial designer from Cremona, Italy. I have been doing works both for product design and transportation design. With the years I acquired a specific workflow: Starting with the very first idea generation phase through sketches, then refined with 2D Digital render. The second phase begins by building a polygonal 3D model, a very FAST process: usually a concept model takes about 1 week to develop. This is a very dynamic moment, when even drastic design changes can happen in small time, and many different paths can be explored so that the best outcome can be chosen. After the final design is approved, the last phase is about rebuilding the model with surface modeling (NURBS) to class A quality, with attention to production feasibility. During phase 2 and 3 fast but realistic 3D renders can be generated to envision how the final product might look like, to help make changes or choose different material finish or make images to advertise the product.

If you wish to know more about me and see my works please take a look at my website.