



Hello! I'm Tommaso Zennaro

Information & Interaction designer

I like many things, most of them related to technology, science & music. Design-wise my main interests are data visualization and interaction, I'm an hybrid designer-coder, I like working both on the visual and coding parts of a project.

email: info@tomzen.net
website: <http://tomzen.net>

date of birth: 16 Jan 1990
currently living in: Milan, Italy

Education

ISIA - Urbino
2011 - 2013

MA Degree - Visual and Editorial Design

The MA Degree course at ISIA is very focused on following a project in its entirety, they taught us to think about every phase, starting from the brainstorming to the release of the final product (in this case mostly editorial projects), and to work in teams as a main part of our job. During these two years I got pretty involved into data visualization and decided to start learning a bit of code, with d3.js being my first choice for web oriented data visualization, which was also the subject of my thesis: a system to visualize font-faces' metrics in a mathematical way.

thesis website: <http://typemetrics.tomzen.net>

Education

IUAV University - Venice
2008 - 2011

BA Degree - Industrial Design

The BA Degree in Industrial Design is a well-rounded introduction to design, they taught us how critical thinking about problems, and how to find solutions that match both the engineering and usage of products.

I focused more on graphic design and started experimenting with data visualization, which was the design field of my thesis project, a series of posters about whaling and Sea Shepherd Conservation Society.

Some of the illustrations I did were also used by Discovery Channel for a website promoting their series Whale Wars.

Work Experience

Milan, Italy
May 2015 - present

Interaction Designer @ Accurat

At Accurat I've been working on interfaces for websites and web-based applications and interactive data visualizations for different companies, such as the UniCredit group, Deloitte, KPMG and Cerved working in team projects from the starting briefings with clients to the actual production phases.

I've always been a part of a team while working on these project, using different technologies for producing mock-ups and early prototypes, such as Adobe Illustrator, Sketch, Framer Studio, d3.js and other JavaScript libraries.

I've challenged myself to try and find new ways to convey concepts and reach the project goals, trying to find both innovative and functional ways to do so.

The work I've been doing so far is under a NDA agreement, so I can only show parts of the projects in person.

studio website: <http://accurat.it>

Google NewsLab — World POTUS website: <http://www.worldpotus.com>

Work Experience

Berlin, Germany
Feb 2015 - Apr 2015

Contractor Interaction Designer @ Studio NAND

During my three months period at NAND I've been involved in a couple of projects, the first one was the website for UCLA Energy Development map, which was already in development, and I helped with the making of the visual of the map and table parts of the site.

I helped mostly in the visual aspect of the project, like fixing typefaces and sizes, spacing, colors for the maps and such. The second project was about an ethnological museum in Berlin, and I had the chance to get into the first explorations of the data that NAND had to visualize.

It was overall a really great time and opportunity for me to learn more, especially in regards to coding and to challenge myself in a new environment.

studio website: <http://nand.io>

UCLA energy development map website: <http://www.energyatlas.ucla.edu>

Work Experience

Rovigo, Italy
Sep 2014 - Jan 2015

Contractor Information Designer @ IDA Studio

During my collaboration at IDA Studio I had the chance to work mostly on illustrations for a data visualization project. The client asked for a simple way to convey big data to users that were not familiar with it. To do so I decided to use simple illustrations and metaphors, to get the viewers' attention and to teach them what big data meant and why it is useful. This first project was pretty successful and later I was asked to do a couple more projects with the same simple and clean visual language.

project on IDA's website: <http://idastudio.it/project/sas-data-visualization/>

Work Experience

Sep 2011 - Present

Freelance Graphic Designer

During these years I also had the opportunity to work on some side projects in my spare time, mostly illustrations or illustrated data visualizations.

Some clients I had the chance to work with are Discovery Channel, Visual.ly and Lynda.com. For Discovery Channel I did the illustrations on their website for the last season of *Whale Wars*, *Blood and Water*.

I was also asked to do some illustrations for the Visual.ly website and as an introduction for a Lynda.com course.

The illustrations for Discovery Channel are available on my site.

Internship

Den Haag, The Netherlands
May 2014 - Aug 2014

Graphic Design Intern @ LUST

Shortly after my MA Degree I had the great chance to do a four month internship at LUST, where I worked on a wide range of projects, going from exhibitions to interfaces and anything in between. It was on of my first real world working experiences, and being in such a inspiring and new place for me was definitely a plus, which helped me learn about different approaches to designing and doing things. Some of the work I did while at Lust is available on my website.

studio website: <http://lust.nl/>

Talks

Milano, Italy
Mar 2017

Visualized Milan

On March 11th I gave a speech on behalf of Accurat at Visualized, a series of talks regarding data visualization. The speech was about the relationship between designers and developers, and the project we did for Google in 2016, World POTUS.

transcript of the speech: <http://bit.ly/2o6sk5i>

my thoughts about the event: <http://bit.ly/2oaGNPv>

event website: <http://visualized.com/milan>

Pillole di Futuro – Uno, Nessuno, Centomila

Pillole di Futuro is a series of brief talks around a certain subject that changes every edition. Last January I had the chance to talk about my Typemetrics thesis project at the conference titled *Uno, Nessuno, Centomila*, a reference to an italian novel and to Big Data.

event website: <http://unonessunocentomila.pilloledifuturo.it>

Workshops

YEAR	WS NAME - TUTOR	FIELDS
2013	Atlas of Urbino - Joost Grootens	Data Visualization, Information Architecture
	Communication design - Daniele Lupo, Angelika Burtscher (Studio Lungomare)	Communication Design, Editorial Design
	Happy Nessie - Mauro Bubbico, Marco Tortoioli Ricci	Communication Design
2012	Type design - Albert Pingerra (FontFont)	Type Design
2011	Aiap DesignPer - Michael Stoll	Data Visualization, Information Architecture

Contacts

website: <http://tomzen.net>
email: tom@tomzen.net
mobile: (+39) 334 85 07 155
twitter: <https://twitter.com/tioemme>
linkedin: <https://it.linkedin.com/in/tomzen>
behance: <http://be.net/tzennaro>