



Diego Pucci

Curriculum Vitae

Personal Informations



13/07/1996



Castel Guelfo (Bologna)
Via Marconi, 27 - 40023



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Education and Training

11/2022 - WIP
INDUSTRIAL
PNRR PHD
University of Bologna

Course:
Architecture and design cultures

Research topics:
XR/affordance/technical documentation

Supervisor:
Michele Zannoni

Co-Supervisor:
Roberto Saponelli

Master's degree:
Product curriculum

Thesis project:
More tailor made for everyone:
Advanced design serving the interface between
mind-body and vehicle (Cycling saddle)

Supervisor:
Flaviano Celaschi

Course:
Extracurricular

Subjects studied:
Psychology of adolescence
General pedagogy
General didactics
Anthropology

02/2020 - 09/2020
24 UC FOR TEACHING
University of Bologna
Achieved

09/2015 - 07/2018
INDUSTRIAL DESIGN
University of Bologna
110/110L

09/2010 - 07/2015
HIGH SCHOOL DIPLOMA
I.T.I. Alberghetti
93/100
Imola (Bo)

Publication

12/2024
SISTEMI & IMPRESA

Bachelor's degree:
Product curriculum

Thesis project:
More tailor made for everyone:
TCT techniques for product and
processes customization

Supervisor:
Flaviano Celaschi

Curriculum:
Mechanics and mechatronics

Thesis:
Design of a human-powered vehicle

05/2024
SCIRES-IT

Celaschi, di F., Pucci, D., Pasini, V., & Josserand, M. (2024). **Ultracentenari alla prova del 5.0 Sostenibili senza perdere la tradizione.** *Sistema & Impresa*, N.8. <https://portale.estate.it/rivista/1/numero/110/articolo/1523?isModalitaLettura=1>

Zannoni, M., Foschi, R., Pucci, D., & Saponelli, R. (2024). **An Immersive Haptic Experimentation for Dematerialized Textile Perception in Collaborative Design Processes.** *SCIRES-IT - SCientific REsearch and Information Technology*, 14(1), Articolo 1. <https://doi.org/10.2423/i22394303v14n1p129>

Conferences

17/10/2024
CUMULUS MONTERREY
Presented

Vignali, V., Zannoni, M., & Pucci, D. (in press). **The future evolution of design-oriented practices in the context of human and non-human collaboration.** *Design Across Borders: United in Creativity. Cumulus Monterrey 2024.*

04/07/2024
SID VENICE
Presented

Pollini, A., Zannoni, M., Peruzzini, M., & Pucci, D. (in press). **Proximity Machinery through eXtended Reality: Design per la formazione dell'operatore resiliente 5.0.** *Design e ricerca: Fonti e Risorse. SID 2024.*

01/12/2023
LNB BOLOGNA
Presented

Colitti, S., Vignali, V., & Pucci, D. (in press). **Visualising tangible and intangible heritage through creative data.** *Leaving Nothing Behind, Bologna.*

Working experience

2023 - 2025

IFTS LECTURES

“Technical and 3D
modeler” course
Bologna (BO)

08/2021 - 02/2023

ROMAGNA TECH S.C.P.A

R&D and engineering
Consultancy services
Forlì (FC)

01/2020 - 12/2020

BLACKS S.R.L.

Product designer
Composites production
Faenza (Ra)
(Thesis intership)

05/2019 - 07/2019

BARILLA G. & R. FRATELLI

Design driven innovation
Food
Parma (Pa)

01/2018 - 07/2018

PROTESA S.P.A.

Product designer
Engineering services
Imola (Bo)
(Curricular and thesis interships)

Main activities and responsibility:

Transfer the role of design perspective in 3D art.
Transfer the importance of senses and perception.
Showing case study and principles insights.

Skills and objectives achieved:

Public speaking.
Contact and empathy with attendees.
How to explain a content for beginners.
Implementing advices and feedbacks.

Main activities and responsibility:

Research (tech., materials and components scouting).
Drawing, bill of materials and 3D model management.
Responsibility for prototypes (assembly and set up).

Skills and objectives achieved:

Contact and management of suppliers.
Contribution during the conceptual,
design and experimental phase.
Coordination with the project team.

Main activities and responsibility:

Research (context, trends and field interviews).
Product conception and development.
Communication product development.

Skills and objectives achieved:

Interfacing with specialists from different fields.
Design and production technologies of CRFPs.
Surface modelling basics.

Main activities and responsibility:

Research, (context, future scenarios, ingredients).
Facilitation of collective work (ideas and synthesis).
Creation, validation of prototypes and output results.

Skills and objectives achieved:

Relational dynamics in groups.
Survey/interview approaches and structuring.
Management methods and processes typical of
design thinking.

Main activities and responsibility:

Research, (context, technologies, processes).
Use of technical instruments and 3D scanners.
3D modelling, 3D printing and virtual reality.

Skills and objectives achieved:

Problem solving.
Collaboration with interdisciplinary teams.
Awareness of the design flow.

Language skills

ITALIAN

ENGLISH

FRENCH

Native language

B2 (Preliminary English Test 162/170)

Reading:	Very good
Writing:	Good
Speaking:	Good



Elementary

Reading: basic

Personal/soft skills

COMUNICATION

Good communication skills developed during university studies. Excellent inclination for teamwork, also developed through playing team sports.

ORGANISATIONAL

Good organisational and methodological skills derived from managing work in parallel with studies. Good stamina and self-motivation honed by practising endurance sports where the reward is delayed.

APTITUDES

Excellent ability to bring energy and a smile learned as coping strategies. Good coordination and pulling skills acquired through multiple group experiences in both school and work contexts, but also in the personal sphere.

DIGITAL

Information processing:	Good
Content Creation:	Good
Safety:	Fair
Problem solving:	Fair

PROFESSIONAL

Office pack:	Good
Adobe pack:	Good
3d solid modeling:	Good
Solidworks	
PTC/Creo	
Rendering:	Good
VRed	
Keyshot	
3d polygon modeling:	Basic
Blender	
Unreal	



Driving licensing:

B, A2

More information

09/05/2022 - 11/05/2022

UNIBO WORKSHOP

Tutor
Bologna (Bo)

28/06/2021

RSM WORKSHOP

Participant
Republic of San Marino

17/04/2021 - 22/04/2021

CAIRO DESIGNATHON

Facilitator - Tutor
International - Remote

12/2019 - 09/2020

GENHERAZIONE S

Facilitator
Rimini (Rn)

10/07/2017 - 10/07/2017

RSM WORKSHOP

Participant
Republic of San Marino

Metaverse & head wearable:

Helping the professor with essay design, organisation and revision.
Cues and motivational support for students.

2050 Social costellation:

Collaborated on the connection of projects from a specific course, in order to create future scenarios on the topic of living, through 'Lego serious play'.

Design Future Past:

Supported the fostering group in the phases of: problem finding, ideation, time management.
Strategic and motivational support.

Sustainable discoveries Generation:

Contribution to the stages of: interview, conception, development and visualisation.
Supporting team coordination.

All around design:

Shared with the working group the creation of a classical guitar with a professional luthier.
Application of techniques and manual woodworking.



Helsinki,
06/03/2025

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