

GIOVANNA GRAZIOSI CASIMIRO
IT Manager and Digital Producer

GIGIGGC@GMAIL.COM ✉
GGCASIMIRO.COM 📧
+44 73 4060 9196 📞

PROFILE

Multi task professional, with experience as digital project manager and producer. Working in the digital design, with experience in multiple platforms and XR industry. I have had experiences working and teaching in several locations, including Asia, North America, South America and Europe. I aim to be always a forward thinker, committed, dedicated and a supportive of collective processes.

LANGUAGES	
English	● ● ● ● ●
Spanish	● ● ● ● ●
Portuguese	● ● ● ● ●
Italian	● ● ● ● ●
French	● ● ● ● ●
Finnish	● ● ● ● ●

EXPERIENCE

ZOAN OY

PROJECT MANAGER AND PRODUCER | FEB 2018-PRESENT

- Create and manage project plans, deliverables and on time/budget delivery
- Improvement of internal methodologies
- Effective coordination across diverse remote teams
- Development of VR and AR for: airlines, industrial, travel, cultural and education sectors
- Coordination of virtual video productions for commercial and marketing campaigns
- Product development in the XR industry
- Creative direction

RED BULL STATION

INDEPENDENT PROJECT IN PHYSICAL COMPUTING | JUNE 2016-DEC 2016

- Physical computing development
- Coordination of interactive project for urban furniture
- Experience with Design Sprint
- Create and manage project plans, deliverables and on time/on budget delivery
- Art direction and conceptualisation of interactive products

SENAC UNIVERSITY

PROFESSOR IN DIGITAL DESIGN BACHELOR DEGREE | DEZ 2015-JUNE 2017

- Delivered lectures in Design Interface, Project Methodologies, Digital Mobile Development and Innovative Interfaces
- Coordination of LPAI (Laboratory of research in XR)
- Development of educational content, research and experiments for the digital market (mobile, desktop, wearables, etc)

HISTORIC BOSTON ASSOCIATION

DIGITAL PROJECT MANAGER | NOV 2017-MAR 2018

- Digital consulting service for AR Mobile App development
- Experience with Design Sprint
- Coordination of interactive project for cultural associations
- Art direction and conceptualisation of interactive products
- UI/UX supervision
- Quality control
- Create and manage project plans, deliverables and on time/on budget delivery

STUDIO LILO.ZONE

PROJECT MANAGER AND ART DIRECTOR | JUNE 2014-DEC 2018

- Creative digital consulting
- Create and manage project plans, deliverables and on time/on budget delivery
- Supervision of social media and marketing campaigns
- Coordination of internal activities and educational agenda of the Studio
- Art direction and conceptualisation of interactive products
- Coordination of interactive products for cultural/art associations
- Experience with fin-tech and experimental wearable solutions
- Experience with video mapping and immersive audio visual solutions

SKILLS

INNOVATION	LEADERSHIP	CREATIVITY	FAST LEARNING
ADAPTABILITY	COMMUNICATION	PROBLEM SOLVING	PROACTIVITY

EDUCATION

P.H.D. CANDIDATE IN ARCHITECTURE AND URBANISM
(FAU USP 2017-2021)
MASTER IN VISUAL ARTS, NEW MEDIA ART,
TECHNOLOGY AND DESIGN
(UFSM 2014-2015)
POSTGRADUATE DEGREE IN DECORATIVE ARTS AND
INTERIOR DESIGN
(CRIARTE 2011-2012)
BACHELOR IN DESIGN AND VISUAL ARTS
(UFSM 2009-2013)

EXPERTISE

CONSULTING	ART DIRECTION
MOBILE APPS	FIN-TECH
PROJ. MANAGEMENT	PRODUCT DEVELOPMENT
QUALITY/TESTING	PHYSICAL COMPUTING
VIRTUAL PRODUCTION	VIDEO MAPPING
XR	UI/UX