

Experiences	[2022 – Present]	Lead Interaction designer - Dotdotdot, Milan Led the Interaction Team in delivering end-to-end interactive installations, managing the entire lifecycle from initial brief to on-site assembly. Directed the studio's flagship cultural and commercial projects, successfully blending technical execution, cross-functional team leadership, and comprehensive project management.		
	[2025 – Present]	Creative Technologist and co-founder - Common Index Owning the interactive and physical installation initiatives at Common Index, a collaborative studio focused on design inquiry and digital experimentation. Bridged technical and creative disciplines to deliver immersive, experimental environments.		
	[2018 – Present]	Creative Technologist & Art Director – Freelance Operate independently as a multidisciplinary Creative Technologist, Art Director, and Web Developer. Partnered with prominent studios and organizations - including Umanesimo Artificiale, Operating System Studio, Matisse, Zattere, and HyperLab - to deliver custom web platforms, immersive physical installations, and comprehensive rebranding initiatives.		
Teaching	[2023 – Present]	Final Design Studio - Politecnico di Milano		
	[2025]	Lecture @ Transmedia Research Institute		
	[2025]	Workshop: AI for Regenerative Communication @ Politecnico di Milano		
	[2024]	AI-Powered Design - Politecnico di Milano		
Education	[2025]	Code Societies: Cybernetic Sculptures – School for Poetic Computation (US)		
	[2020 – 2023]	Digital and Interaction Design (110L/110) – Politecnico di Milano (IT)		
	[2022]	Interaction Design – FH Joanneum (AT)		
	[2017 – 2020]	Communication Design (110L/110) – Politecnico di Milano (IT)		
Awards	[2022]	Core77 Student Winner in Interaction Design		
	[2019]	First place at Nostalgia di Futuro		
Exhibits	[2021]	The Lost Graduation Show		
	[2019]	The Next Poster Exhibition		
Press	[2019]	<i>Micromort, the death-based currency project on Domus</i>		
	[2019]	<i>Case Study: Communicative Machines Speculating on Death on</i>		
Skills	Core	Physical Computing	AI & Data Modeling	Cross-disciplinarity
		Creative Coding	Immersive Experiences	Gaussian Splatting
	Teamwork	Agile workflows	Interdisciplinary collaboration	Cross-disciplinarity
		Rapid prototyping & iteration	Team facilitation	Mentoring
Coding & Physical Computing	HTML	Javascript/p5.js	VueJS	
	PHP	Three.js/R3F	Arduino (C/C++)	
Creative Tools	CSS/TailwindCSS	WebGL		
	Figma	Adobe Creative Suite	Blender	
	Protopie	DaVinci Resolve	Cinema4D	
		TouchDesigner	Unity	
Languages		Italian (mothertongue)	English (C1 TOEIC®)	

Multidisciplinary designer of Armenian descent, specializing in the intersection of technology, interaction design, and societal transformation. By bridging technical expertise with a thoughtful, poetic approach, I craft interactive experiences that blend physical and digital realities. Alongside my studio and freelance work, I am a teaching assistant at Politecnico di Milano and have had my work recognized by international platforms including Domus, Core77, and Salone del Mobile.