

# Silvia Porcu SHE/HER

CROSS-DISCIPLINARY DESIGNER



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PORTFOLIO : [HTTPS://PATCHPO.COM/](https://patchpo.com/)

## EXPERIENCE

### Patchpo

Director, 2D animator, illustrator (March 2019 - Present)

[HTTPS://PATCHPO.COM/PORTFOLIO/SAGE/](https://patchpo.com/portfolio/sage/)

- Collaborated with diverse clients including Sage, Orange, and Vivo Barefoot, Rewind festival, roarsome and many others.
- Producing and Selling products like Website templates, lottie files animations and Fonts.

### Framework - Start up (Contract)

Lead illustrator and animator (November 2022 - May 2023)

[HTTPS://PATCHPO.COM/PORTFOLIO/TRANSFORMING-THE-LEARNING-EXPERIENCE-WITH-ANIMATIONS/](https://patchpo.com/portfolio/transforming-the-learning-experience-with-animations/)

- Responsible for creating a cohesive visual language that includes color schemes, character design and animation. Ensuring consistency across all brand materials and platforms.
- Strategizing with storyboards and creating animated learning flows with Lottie Files applying the best principles of layout composition, typography, visual hierarchy.
- Collaborate with UX Designers to find practical solutions to challenging workflows. Creating Ux motion designs that elevate the overall quality of the product and provide a memorable branded user experience.
- Creating social and other marketing campaigns.

### Orange (Contract)

UI motion designer (October 2019 - November 2022)

- Fundamental redesign of the Mobile connect integration on web and mobile Orange apps following a Human Centred Design approach and adhering to UX best practices.  
[HTTPS://PATCHPO.COM/PORTFOLIO/SEAMLESS-AUTHENTICATION/](https://patchpo.com/portfolio/seamless-authentication/)
- Created user journeys, wireframes and prototypes for a 360 library app for VR and Mobile devices and working alongside engineering teams to test and iterate on the interface design.
- From start to finish, I designed a 360 video calling app ,created high-fidelity mock-ups and provided support to engineers in implementing the design system.
- Redesign the App centre App library on Android contributing to evolving design libraries with new components including UX motion designs.

### Inception group

Lead digital designer (October 2017 - March 2019)

[HTTPS://PATCHPO.COM/PORTFOLIO/VICTORIAN-ERA-IMMERSION-WITH-MR-FOGGS/](https://patchpo.com/portfolio/victorian-era-immersion-with-mr-foggs/)

- Developing brand guidelines for new launches in the hospitality sector or reinforcing and enhancing the guidelines for optimal brand representation.
- Provided mentorship and guidance to junior designers and ensuring consistency across all marketing materials..
- Planning and implementing 2d animations for social media campaigns

### Mozoo (Contract)

Art director (April - September 2017)

- Planning and creating interactive mobile advertising campaigns from concept to finish  
Clients: Toyota, Fiat, Aperol, Old el paso, Save the Children, Wateraid, Amazon, Colombia and Mercedes.

### Spirable - Start up (Contract)

Motion Graphic Designer (October 2016 - March 2017) London

- Creating interactive video advertising from storyboard to final product.  
Clients: Diageo, Very, Baileys, Boots, Made.com, Waitrose and British Airways.

### Freelancer Designer

Brand Designer, Animator, Illustrator (2013 - 2016) Italy - London

- Working across diverse sectors such as fashion, hospitality, health, music festivals. I also create typefaces and graphic resources.

## EDUCATION AND CERTIFICATIONS

### Bachelor of Arts in

### Graphic Design and Multimedia

1st class honors ; LABA (Florence, IT 2014)

### Certifications

Toon Boom Animation – Cagliari (2024)

Lottie Expert in Webflow and Figma (2024)

UX Design – Media Training Ltd, London (2018)

Nvc Foundation Training (2017 London)

### Courses

Mixed Media Animation

Domestika (2022)

Motion Secrets with Emanuele Colombo

Motion Design School (2021)

Frame-by-frame, Handdrawn FX

Motion Design School (2021)

Digital Animation

Art Academy London (2021)

Typography design course

(2015 Florence, IT)

## SKILLS

UX/UI design

User Journey

Interaction Design

Web design

iOS and Android designs

Brand Architecture

Content Strategy

Rich Media Ads

Concept Generation

Mobile Adverts

Problem Solving

Art Direction

Character Design

Illustrations

Motion Graphics

2D animation

Storyboarding

Brand Identity

Video Editing

Typeface Creation

Mentoring

## SOFTWARE AND APPLICATIONS

### Design

Adobe Illustrator

Adobe Photoshop

Adobe After Effects

Adobe XD

Adobe Premiere

Canva

Sketch

Figma

Lottie

Rive

### Collaboration

Miro

Trello

Zeplin

Jira

Analytics, A/B testing.

Mixpanel

Google Analytics