

Raffaele Picichè

Filmmaker, Motion Graphic Designer,
Illustrator.

EXPERIENCE

2022

Artes 4.0, *Advanced Robotics and enabling digital Technologies & Systems.*

Communication & Marketing: Content Creator, Videomaker, Graphic Designer, Motion Graphic Designer, Photographer.

2022

April Project, *Multipurpose robotics for mAniPulation of defoRmable materLaLs in manufacturing processes.*

BioRobotic Institute, Scuola Superiore Sant'Anna.

Dissemination and Communication activities: Video Editor, Motion Graphic Designer.

2021

FID-U4E, *Fabbrica Intelligente Diffusa – Unity 4 Efficiency.*

BioRobotic Institute, Scuola Superiore Sant'Anna.

Dissemination and Communication activities: Video Editor.

2015/2019

FirenzeLibri S.r.l. Via Pian di Rona, 120, 50066, Reggello (FI)

EDUCATION

Tirocinio

Museo della Grafica, Palazzo Lanfranchi, Pisa.

Laurea

Scienze dei Beni Culturali, Università di Pisa.

Maturità

Liceo Classico "T. Campailla", Modica (RG).

CONTACTS



SKILLS

- Adobe Premiere Pro
- Adobe After Effects
- Adobe Illustrator
- Adobe Photoshop

