

Amedeo Bonini

designer, fabricator, educator

about me

My name is Amedeo, and I have come to define myself as a professional curious.

I am a designer because the design approach is so very intriguing to me.

It combines a multitude of attitudes and skills to analyse settings, discern situations and distil solutions.

I am a fabricator because I find making to be complementary to designing.

They are two ends of what could be the most defining human activity, which is to alter the world we live in.

I am an educator by honest instinct and passion.

The interactions and mutual exchange of experiences bring me joy and fulfillment.

Currently my work is focused on parametric product design, closely combined with digital manufacturing. Teaching follows closely, with my parametric approach courses. My personal projects revolve around auto-production of goods (DIY) and sustainable living. I believe that as a designer I should be a “change catalyst”, promoting and directing solutions in a sincerely impactful and positive direction. What I have to offer is an energetic and caring presence, eager to challenge the status of things. I love good stories and good reasons, and absolutely hate “because yes/no” answer.

I am affable and direct, I speak frankly and ask lots of questions.

short bio

After completing scientific high school, in 2013 I enrolled in Industrial Engineering in Trento. At the time I thought that was the correct direction for my energies and skillset. I tried to make it work, but I ended up realising it was not my path, and in 2016 I left. I needed to regain some clarity, so I put all efforts in my scouting activity, and a job in contact with people with various degrees of handicaps and ex-convicts. As always, the human aspect was very dear to me.

A year later, after serious thoughts of restarting my studies, in September 2017 I approached the Faculty of Design at the Free University of Bolzano. I gave it my all, truly enjoying the hands-on product development I was yearning for and with surprise discovering an inclination towards typography and graphics as well.

At the beginning of 2019 I felt the need to hone my practice and founded Project E, my studio, to get the first outside jobs, collaborating with small clients and studio. In spring 2020 I earned my first award with the Jury Special Mention of Instrumenta, at the Venice Design Week.

Later that year I began the wonderful collaboration with Harry Thaler in his studio, that in different form continues till today. In July 2021 I got my degree, and immediately after I applied for the assistant position in the very first course that is taught in the bachelor, which I won with sincere happiness.

Since then my work has been divided in these two main areas: first my personal work as product & parametric design, in the field of sound design, automotive, industrial production, adaptive robotics, interior design, digital fabrication and additive manufacturing. At the same time I had the interdisciplinary teaching in university & organising workshops and external courses.

Education

Faculty of Design and Arts, UNIBZ, Bolzano - 2018/21

Bachelor degree - L04 - Industrial design - 109/110

Faculty of Industrial Engineering, UNITN, Trento - 2013/16

Bachelor degree - L09 - Industrial engineering - Interrupted

Liceo Scientifico Belfiore, Mantova - 2009/13

Scientific high school

Scouting, everywhere - 2001/22

After 20+ year of activity, I am a trained leader and educator - Wood Badge

Experience

2020/Present - Harry Thaler Studio, Lana

Product & parametric design

In Harry Thaler studio we designed interiors and products, with my role starting as executor up to project leader and manager. In the various projects I followed we collaborated with Monocle, Martino Gamper, Nils Holger Moormann, Miramonti, Tyler Brûlé, Kunst Meran, Progress, Additive Tectonics and others.

2020 - Product designer, Studio Draw, Bolzano

Product development & material study

In Luca Martorano studio I initially developed a special finishing for wood, combining shou sugi ban techniques with dying. After the study was completed, I took care of a small batch of the finished product. Since then, I have been autonomously consulting for model making and additive manufacturing.

2019/Present - Multidisciplinary Designer, Project E, everywhere

Head - Freelance Product Design & Digital Fabrication consultant

Project E is the studio I founded. Depending on the project I work autonomously or with colleagues selected during the years for skill and kindred spirits. Project E focuses mainly on product development & production using parametric approach, but keeps the door open for intriguing projects, ranging from Hi-Fi to robotics, footwear and jewelcrafting. Between the clients we have had TTM, MeKo, Audioplasma, Imagination, Reed, Karbony, Studio Skåtar, HiNo.

2013 - Toymaker, Raum Italic, Berlin

Product development & woodworking

One of the spinning top that I made was noticed by an Italian design reseller from Germany, which asked for a batch to be manufactured, packaged and sold. An early and brief but meaningful experience.

2008/2018 - Florist, Bonini Fiori, Mantova

Florist and land artist

My father's family was of florist and gardeners for generations. Wanting to frame this experience in professional term, I would say that through the countless hours dedicated to the cause, what I gained in composition skill, color theory, interior design and spatial sensibility is to this day invaluable.

academic

lifelong

professional

Amedeo Bonini

2023 & 2024 - "Proper parametric approach in Design", autonomous, Bolzano & Mantova

After repeated request over the years from ex colleagues and new students to teach parametric approach to design and cad tools, I held around ten autonomous lectures over the course of few months, spanning over basic then advanced Rhino & Grasshopper file setup and digital fabrication "best practices".

2021/24 - Project tutor, UNIBZ, Bolzano

The WUP VK is one of the two modules that comprises the entire first semester of new students in bolzano. Each module is taught by one professor and two tutors, and with three days a week its spans over more than 300 hours per semester for 60 students. I truly enjoyed the multidisciplinary approach of the lectures, and taking care of the students, always in groups, and often individually. It is also a rare sense of accomplishment being called or invited by young colleagues yearsafter the course.

2020 - Student lecturer, UNIBZ, Bolzano

During the summer semester of the pandemic, when we were all confined in our rooms, I organised and held a course from my colleagues teaching generative art and creative coding using Processing and P5js.

2016/21 - Personal tutor, private clients, Bolzano & Mantova

During the years I have been a private tutor for many students, teaching Math, Science and Physics. Having loved this subject but suffered from them I always tried to teach them combining with pragmatic and visual implementations, especially aesthetic computational graphic derived from the models.

2018/19 - Web designer and developer, research grant, UNIBZ, Bolzano

Design and development of an GridAid, a typographic web tool designed to facilitate the proper setup of a document, teaching best practices, simplifying workflow and providing sketching/testing features.

Achievements**2020 - Instrumenta, Venice Design Week, Venezia**

"Tene me ne mori - life saving jewel" - Jury special mention

2020 - Obdachlos in Bozen, Salewa, Bolzano

"Nautilus - emergency shelter" - Winner

Skills

3D Modeling / CAD

I am a skilled Rhino user and even better at Grasshopper, that I use on a daily base. Recently I have been experimenting with Plasticity, that I recommend whole-heartedly.

Coding

At varying degrees of proficiency, I can obtain solutions with Python, Javascript, HTML, CSS, Arduino, Processing (Java), and HP-GL.

Fabrication

I am an agile factotum in the workshops. I have first hand experience in wood and metal working tools and techniques - cutting, bending, joining, welding, finishing - plus CNC and laser cutting of different materials. I own and manage a few 3D printers, and I am knowledgeable with many other additive manufacturing technologies. I also own and use a few pen plotters that I personally consider excellent teaching tools, and would be happy to put to use for the course.

Graphics

Despite the lack of love for the Adobe brand, I use fluently InDesign and Illustrator. I can design graphics in P5js and Grasshopper.

I truly value relating with people. I am direct and honest, always in search of positive confrontation and growth. I can work in teams and autonomously, whether it is to design a course program or manage a project. I have experienced the meaning of "one for all, and all for one", with sincere gratitude and accomplishment. I have spent many years as educator, as a Scout, then Scout leader, tutor, teacher, consultant. I have been an educator in many contexts, caring for children and kids from 3 to 20 years old. I have taught academically to elementary school kids up to young adults in universities. I am the eldest of three brothers.

Italian is my mother language, with a level of C1+ - Italian High School Diploma

English is my second language, with a level of C1 - Certified at UNIBZ

German is my third language, with a level of B1 - Certified at UNIBZ as B2 but not practiced for a while

practical

soft

languages