



Ciao!

I'm Ilaria Soranzio, a multidisciplinary Graphic Designer with a curious and adaptable approach to visual communication. I enjoy exploring different fields and media, from branding and editorial design to digital, motion and UX/UI, always looking for new challenges and ways to turn ideas into engaging visual experiences. I combine creative thinking with a practical, hands-on approach, following projects from concept to final production.

Info

- 11/10/1999
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Core Skills

- Brand Design
- Graphic & Editorial Design
- UX/UI
- Motion Design
- Social Media

Software Skills

- Graphic Design & Editorial**
Adobe Creative Cloud
- UX/UI & Web Design**
Figma, Wordpress, Wix
- Motion & Video**
After Effects
Premiere Pro
- Digital Content**
Canva

Interests

Aikido • Basketball • Reading •
Playing cello and guitar •
Hiking • Plant Care

Professional experience

- 2026 - today
Graphic designer
Cicaboom
Graphic content creation for the social media channels of Naruto Mythos TCG, including the production of printing plates for the game cards.
- 2026
Art director & graphic designer
EISI
Italian National Finals of Baskin 2026
Responsible for the event's visual communication, graphic identity and social media content.
- 2026
Editorial designer
Future Food Institute
Graphic design and layout for the third edition of the SWITCH magazine and two RegenerAction project deliverables.
- 2025-2026
Art director & graphic designer
International Floorball Federation
Women's World Floorball Championships 2026
Led the creative direction and designed the full visual communication, from logo and event branding to venue graphics, merchandising, website and social media.
- 2026
Graphic designer
Biografilm Festival
Graphic design and production of print and digital communication materials, including editorial, promotional and press review content.
- 2023 - 2026
Graphic, UX & motion designer
Future Food Institute
Graphic designer, web designer, motion designer, editorial designer for EU and sustainability projects. Publication of the book "Coltivare il Futuro" with **Giunti Scuola**.
- 2023
Workshop Coordinator
Accademia di Belle Arti di Bologna
"The UX Files – Designing with Figma" Workshop on UX/UI design and Figma for first-year Graphic Design students.
- 2022-2023
Graphic design internship
Accademia di Belle Arti di Bologna
Visual communication for the Academy, including graphic and motion design for events, calls and social media.
- 2023
Motion designer
ANID
Production of an animated video on prevention, pest control and how to deal with mosquitoes.
- 2022 - 2023
Team Leader e graphic designer
Studio Ram
Dragonero by Bonelli Editore
Team coordination for the vectorisation of characters, including artwork review, corrections and studio liaison.
- 2019 - today
Graphic & visual designer
42DPI studio
Motion designer e illustrator of the music video "Andarsene", by 11Undici Pro
Game concept "Tree of Tales": concept researcher, game designer, illustrator, UI designer

Education

- 2018-2022 • Bologna
Academy of Fine Arts of Bologna Graphic Design
- 2013 - 2018 • Gorizia
Art High School Max Fabiani
Painting Specialisation

Awards & Recognition

- 2025
Pittogramma xyz
Publication of the thesis project 'Oppa!'
- 2022
Frizzifrizzi
Publication of the thesis project 'Oppa!'
- 2020 • 42DPI studio collaboration
D&AD New Blood Awards
Wood Pencil winner team at New Blood Awards with "Tree of Tales" project, designed for XBOX & RARE

Check my
portfolio

