

Graphic designer with over 5 years of international experience. I have collaborated with prestigious organizations such as Triennale Milano, Fondazione Prada, and David Chipperfield Architects, overseeing the design and adaptation of visual identities, digital and print campaigns, editorial products, and installations. Skilled in coordinating and managing the entire creative process, from design to production, ensuring high-quality standards and adherence to deadlines. I am proficient in working independently as well as in multidisciplinary teams within studios, agencies, and institutions of various sizes and types.

26/03/1995
Milano

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Work Experience

Freelance Graphic Designer

06.2020
↳ Present

Freelance graphic design work with a strong focus on the cultural and design sectors. Below are some of the key assignments in detail:

Animated adaptation of the visual identity for miart 2023, Milan's modern and contemporary art fair, and overall development and application of the visual identity for miart 2024.

Art direction by Cabinet Studio;

Graphic design and application of the visual identity of Fondazione Prada for digital communication projects between 2021 and 2022;

Graphic execution of the *Enzo Mari* exhibition, showcased in 2024 at the Design Museum, curated by Hans Ulrich Obrist with Francesca Giacomelli and produced by Triennale Milano;

Assistance in the graphic design of *Cero Magazine*, a biannual publication on arts and culture published by Cero Collective and designed by Graphic Services NYC;

Graphic design in collaboration with Cabinet Studio for the Moncler Group 2022 Annual Report and Consolidated Non-Financial Report;

Projects in creative direction, brand strategy, and visual identity, as well as editorial and web design, with the Singapore-based agency Practice Theory;

Animated adaptation of the visual identity for *Fashion Panorama — The Italian New Wave*, an itinerant exhibition curated by VOGUE Italia. Art direction by Cabinet Studio;

Assistance in the graphic design of the visual identity for the 2020 Rome Quadriennale, designed by Dallas.

Graphic design of editorial products published by Mousse Publishing and A+MBookstore;

Triennale Milano
Graphic Designer

02.2021
↳ 03.2023

In my role I oversaw the adaptation of Triennale Milano's visual identity across materials related to the cultural program, Fondazione CRT/Teatro dell'Arte's theater program, and preparations for the 23rd International Exhibition. I collaborated with external suppliers and such as publishers for editorial productions and national and international media for multi-channel advertising campaigns. I also worked closely with artists and curators to ensure visual consistency and quality across projects.

Particularly, I worked on the production of exhibitions on Vico Magistretti, Carlo Mollino, Carlo Aymonino, Barbara Probst, as well as the exhibitions *il Salone/la Città*, *Casa Lana di Ettore Sottsass*, *Premio italiano di Architettura 2021* and *Premio Luigi Ghirri 2022*; the 2021, 2022, 2023 theatre seasons; the 2021 and 2022 FOG festivals, as well as the adoption and implementation of the logo and identity celebrating Triennale Milano's centenary.

In 2022, I executed the graphic production of Triennale Milano's 23rd International Exhibition, *Unknown Unknowns. An Introduction to Mysteries*, art directed by 2x4 New York. My role included adapting the graphic identity across ten exhibitions and nineteen international participations, producing communication assets and out-of-home advertising, and the layout of the two catalogues edited by Emanuele Coccia and published by Electa.

Graphic Designer
David Chipperfield Architects

07.2018
↳ 07.2019

Graphic designer role within the London office of David Chipperfield Architects, supporting the architectural design, new business, and communication teams in the preparation of project and communication materials. I ensured the production of high-quality materials for presentations and competitions, often under tight deadlines, by maintaining and developing relationships with suppliers.

I specifically managed and worked on various stages of proposal and presentation for projects such as the Rolex building on 5th Avenue, Muzej Lah, and the Minneapolis Institute of Art. I also collaborated with renowned external consultants like Pentagram, Wolff Olins and John Morgan Studio.

Education

ISIA Urbino MA Communication and Design for Publishing 10.2019 ↳ 10.2021	During the two-year course, I developed skills aimed at managing complex digital and editorial design projects. The course emphasized the importance of visual storytelling and strategic design, honing skills in managing interdisciplinary projects and creating integrated communication systems. Additionally, between 2020 and 2021, I worked on the institute's communication activities, supporting the design and implementation of its identity. I developed ISIA Parade—an event presenting the educational offer and coursework—for the first time online with a new format featuring projects, interviews, playlists, and more.								
University of Dundee Bachelor of Design (Honours) in Graphic Design 09.2014 ↳ 06.2018	<p>The course developed my understanding of the theoretical and practical foundations of graphic design. Through collaborations with industry partners, I explored key aspects of the practice such as typography, illustration, and web design, enabling me to build a versatile design approach useful in subsequent experiences within multidisciplinary teams.</p> <p>During the Erasmus semester at HKU Hogeschool voor de Kunsten Utrecht, I experimented with alternative methods of visual communication, broadening my design perspective.</p>								
Istituto Pavoniano Artigianelli Graphic Technician Diploma 10.2010 ↳ 07.2014	<p>The course provided me with a solid foundation in graphic production processes: from design for print and web and prepress management to the production of printing plates, cost estimation, use of digital and multicolor offset printing equipment, and bookbinding techniques.</p> <p>This experience shaped me both as a graphic designer and as an interdisciplinary professional, accustomed to collaborating with a range of figures and suppliers. It developed a working method that combines creativity with expertise in industrial techniques, ensuring consistency and precision from concept to final execution.</p>								
Other Certifications	<table><tr><td>Branding Now course by Lovework Studio – Future London Academy</td><td>07.2024</td></tr><tr><td>Framer Masterclass 2.0 by Matt Jumper – Flux Academy</td><td>06.2024</td></tr><tr><td>Meaningful Visual Identity Design course by Rejane Dal Bello</td><td>05.2024</td></tr><tr><td>Contemporary Brand Identity course by Michael Johnson</td><td>05.2024</td></tr></table>	Branding Now course by Lovework Studio – Future London Academy	07.2024	Framer Masterclass 2.0 by Matt Jumper – Flux Academy	06.2024	Meaningful Visual Identity Design course by Rejane Dal Bello	05.2024	Contemporary Brand Identity course by Michael Johnson	05.2024
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Features and Awards

2023 2022 2021	<p><i>Triennale. Cento anni di manifesti</i>, edited by Mario Piazza and published by Marsilio</p> <p>AIGA's 2022 <i>50 Books 50 Covers</i> award</p> <p>Exhibition <i>Il mestiere di grafico – oggi</i>, curated by Marco Tortoioli Ricci with AIAP</p>
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Skills

Technical Skills	Adobe CC, Figma, Framer, Affinity CS, Glyphs Font Editor, MS Office, iWork and G Suite
Language Skills	Italian: Native; Inglese: Bilingual Proficiency