

BEAGLE AND
QUAKER
BREAD

Bassetti Andrea

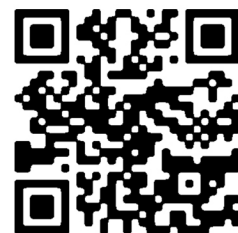
Architecture-trained Designer with a background in 3D visualization,
moving toward material-driven object design from concept to produced object

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Portfolio



Education

2014/2020

Bachelor Degree in "Scienze dell'Architettura"

Ateneo di Architettura e Design "Eduardo Vittoria",
UNICAM, Ascoli Piceno, (Italy)

2004/2010

Technical Diploma for Surveyors

I.S.S. "P. Cuppari - S. Salvati", Jesi (Italy)

Languages

Italian / mothertongue

English / B2

Spanish / A2

Professional experiences

2026/now

SEICO, Chiaravalle (Italy)

Mechanical Designer,

technical product design & design-for-manufacturing

2026/now

FOMES, Ancona (Italy)

Designer & CEO,

product design & product management

2023/2026

FMarchitettura, Ancona (Italy)

Designer,

3DArtist / 3D modeling & rendering

2021/2023

M3Progetti, Ancona (Italy)

Designer,

architectural / graphic design & rendering

2020

PLA.studio, Jesi (Italy)

Designer,

architectural / graphic design & rendering

2019

AR.CO., Jesi (Italy)

Designer,

architectural / graphic design & rendering

2016/2018

Fotogramma 2.0, Polverigi (Italy)

Photographer,

photography / video & graphic design

Workshops

2017

Coast2Coast, Marche (Italy)

AAL, Leipzig (Germany)

CAEP, Marche (Italy)

IT Skills

Adobe

Photoshop, Lightroom, After Effects

Autodesk

Autocad, Revit, 3Ds max, Inventor

McNeel

Rhinoceros & Grasshopper