

# ALESSANDRO TRIGILA

AI & CREATIVE TECHNOLOGY CONSULTANT



## CONTACT

+39 340 0069280  
sandrotrigila@gmail.com  
linkedin.com/in/alessandro-trigila  
linktr.ee/Sandrotrigila  
ITALY

## EDUCATION

### PROFESSIONAL TRAINING

Advanced ArchViz  
Luci Dreams (Rome)  
2015

### MASTER'S DEGREE

Interior Design  
Politecnico di Milano  
2012 - 2015

### BACHELOR'S DEGREE

Industrial Design  
Politecnico di Milano  
2009 - 2012

## SUMMARY

I develop AI systems and creative workflows for design and research teams, drawing on a background in spatial design, 3D visualization and art direction. My work at Huawei spans agentic AI for virtual product testing, internal research knowledge bases, AI tool evaluation and high-quality visual content production.

Available for independent consulting from January 2027.

## WORK EXPERIENCE

### SENIOR SPATIAL 3D DESIGNER & AI ADVISOR

HUAWEI - MARC | 2019 - Present (Milan IT)  
Final working day: 30 October 2026.

Design research and visual development at the Milan Aesthetic Research Center, with an expanded focus on AI advisory and internal systems.

- Developed agentic AI systems for internal virtual product testing.
- Developed systems to organize and manage an internal knowledge base of research reports and studies.
- Evaluated AI tools and recommended workflows for creative exploration and productive design work.
- Combined AI and 3D tools to produce concepts and high-quality visual content.
- Supported Retail, Industrial Design, UX and Automotive through 3D visualization, practical AI guidance and knowledge-sharing sessions.

### SENIOR 3D DESIGNER CONSULTANT

JOURNEE Tech. GmbH | 2023 (Berlin DE)

One-year consulting engagement on 3D projects for immersive web environments. Contributed concept design and brand experience work, exploring AI tools for concept development.

### 3D ARTIST CONSULTANT & ART DIRECTOR

aVisualization | 2015 - 2019 (Milan IT)

Founded the 3D visualization team and led artistic direction and project delivery. Produced photorealistic architecture and product renders, illustrations and videos.

# ALESSANDRO TRIGILA

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## SKILLS

### | AI & research

Agentic AI systems  
Knowledge base organization  
Tool evaluation & workflows  
Team guidance & training

### | 3D & visual production

Cinema 4D  
Redshift & Corona Renderer  
Octane Renderer  
Unreal Engine  
Photoshop & Illustrator  
Adobe After Effects

### | Generative AI

ComfyUI & Midjourney  
Image & video workflows

## SKILLS

### | Languages

Italian (native)  
English (C2)

## WORK EXPERIENCE CONTINUED

### 3D MODELING AND RENDERING TRAINER & MENTOR

Lucy Dreams Srl | 2015 - 2017 (Rome IT)  
Delivered training and mentoring in 3D modeling, architectural and product visualization, and rendering. Supported learners in developing their production workflows and visual skills.

### EXHIBIT DESIGNER

ProEvent Srl | 2012 - 2014 (Milan IT)  
Designed exhibition stands and interiors for events. Supervised construction and fit-out, and coordinated project teams.

### PROJECT COLLABORATION

Contemporary Authentic Milano | 2013 (Milan IT)  
Contributed to a design research project exploring ways to preserve and develop traditional craft knowledge in Milan.

## PROFESSIONAL DEVELOPMENT

### SPACE ARCHITECTURE & DESIGN

School of Disruption | SIDI / Bedano / CH / 2021

### AUTODESK 3D STUDIO MAX

Certificate of completion | 4M Group / Milan / IT / 2019

### CORONA ACADEMY, CORONA CERTIFIED USER

4M Group / Milan / IT / 2019