



Hi, welcome to my world!

Proudly emilian, from Modena, but currently based in Milan. I studied Arts, then Graphic Design, then Communication Design and later Digital Interaction Design. You can tell I enjoy moving across different scales.

I started my path as an illustrator and gradually shifted towards new technologies, coding, and digital interaction, with a strong interest in systems, interfaces, and speculative scenarios.

What I do best is predicting the future with briscola cards, but in my free time I also learned the following:

Adobe Suite	C++ & Arduino
Blender Kit	Web Design & Web Dev Livecoding
Event Design	UX-UI Design
Photography Illustration	Touchdesigner
Branding	Social Media Managment

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find [here](#) my web portfolio

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Emergentissimi
Music Festival

2023
/ ongoing

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Co-founded in Milan in 2023, Emergentissimi is a music festival dedicated to cultivating the professional trajectories of emerging artists through enhanced visibility and strategic support.

Developed alongside a team of young designers, the project required the creation of a comprehensive visual identity spanning both digital and physical channels. The scope of work encompassed content production and social media strategy, ensuring rigorous brand coherence across all touchpoints.

Beyond the main Emergentissimi Festival, which surpassed its fifth edition in 2026, the platform has significantly expanded its scope through specialized formats. The ecosystem now includes 'Parole Parole Parole!' an event dedicated to music and poetry, and the queer festival 'Froc*ssimi'. Furthermore, the initiative has broadened its reach through active collaborations with other musical entities as well as events hosted with the calibre of Volvo.

Visual Designer
Social Media Manager

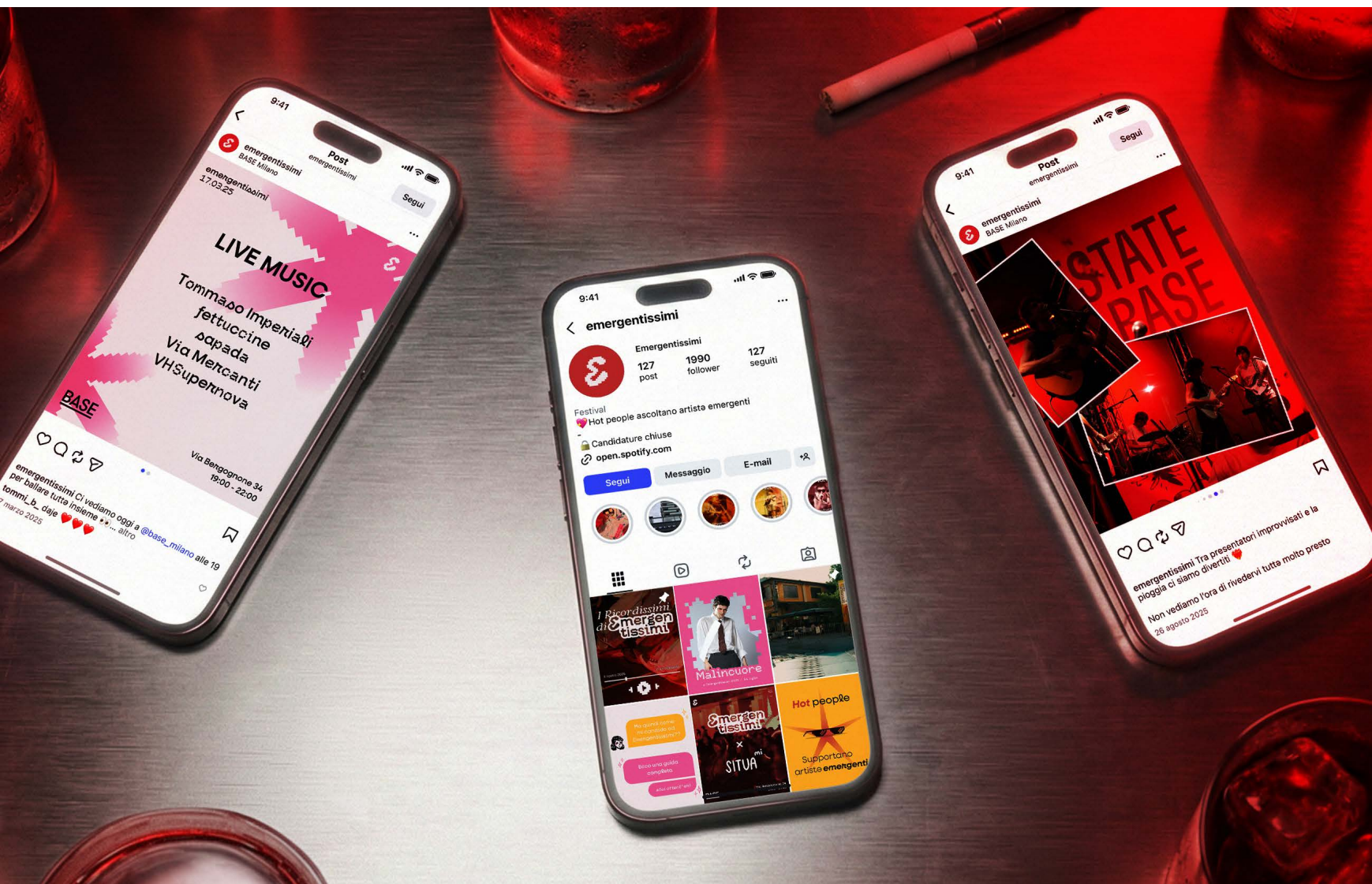
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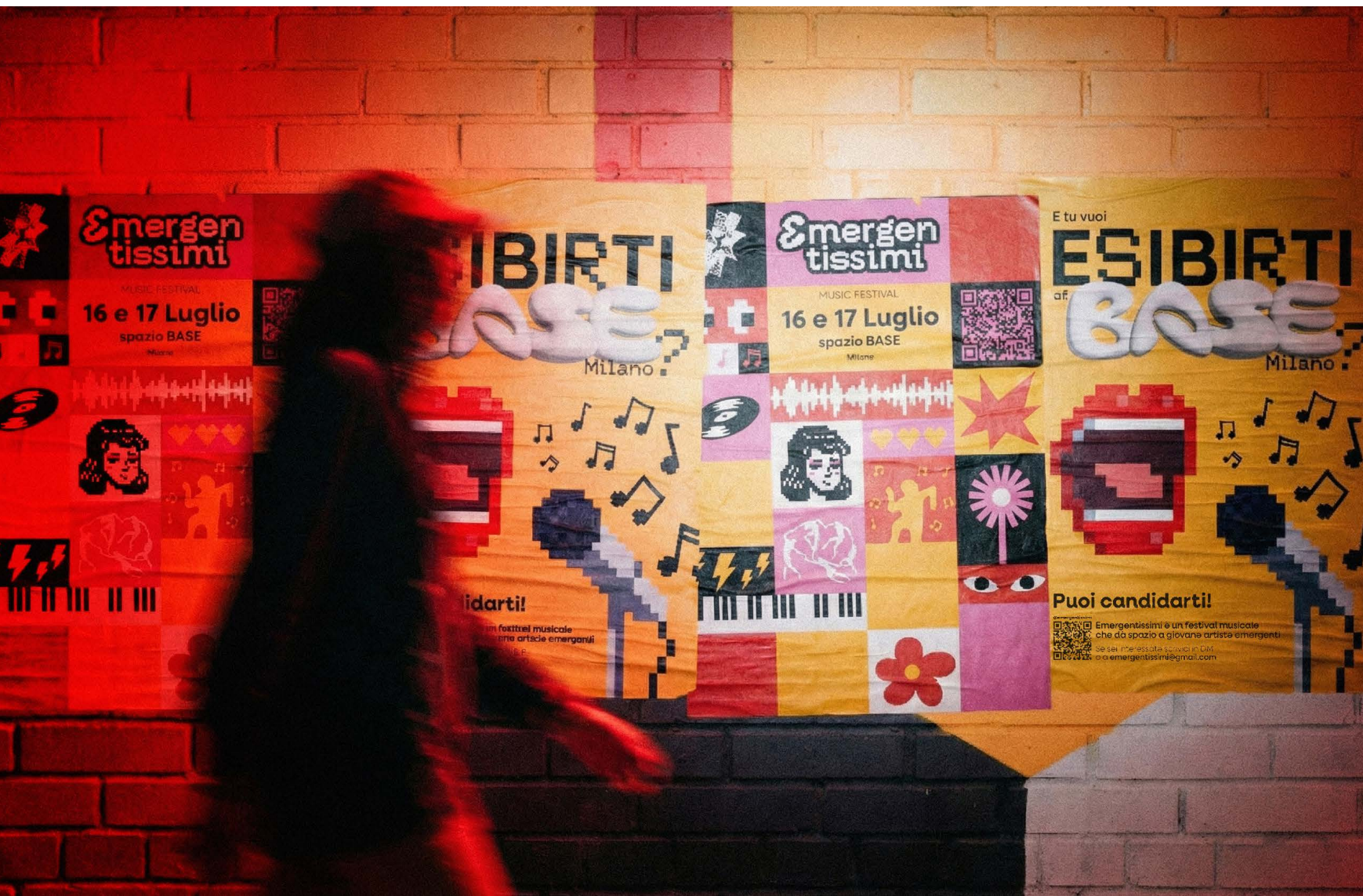
Event Design
Content Creation

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**Emergen-
tissimi**

MUSIC FESTIVAL
16 e 17 Luglio
spazio BASE
Milano

ESIBIRTI

BASE

Milano

**Emergen-
tissimi**

MUSIC FESTIVAL
16 e 17 Luglio
spazio BASE
Milano

E tu vuoi

ESIBIRTI

af. **BASE**

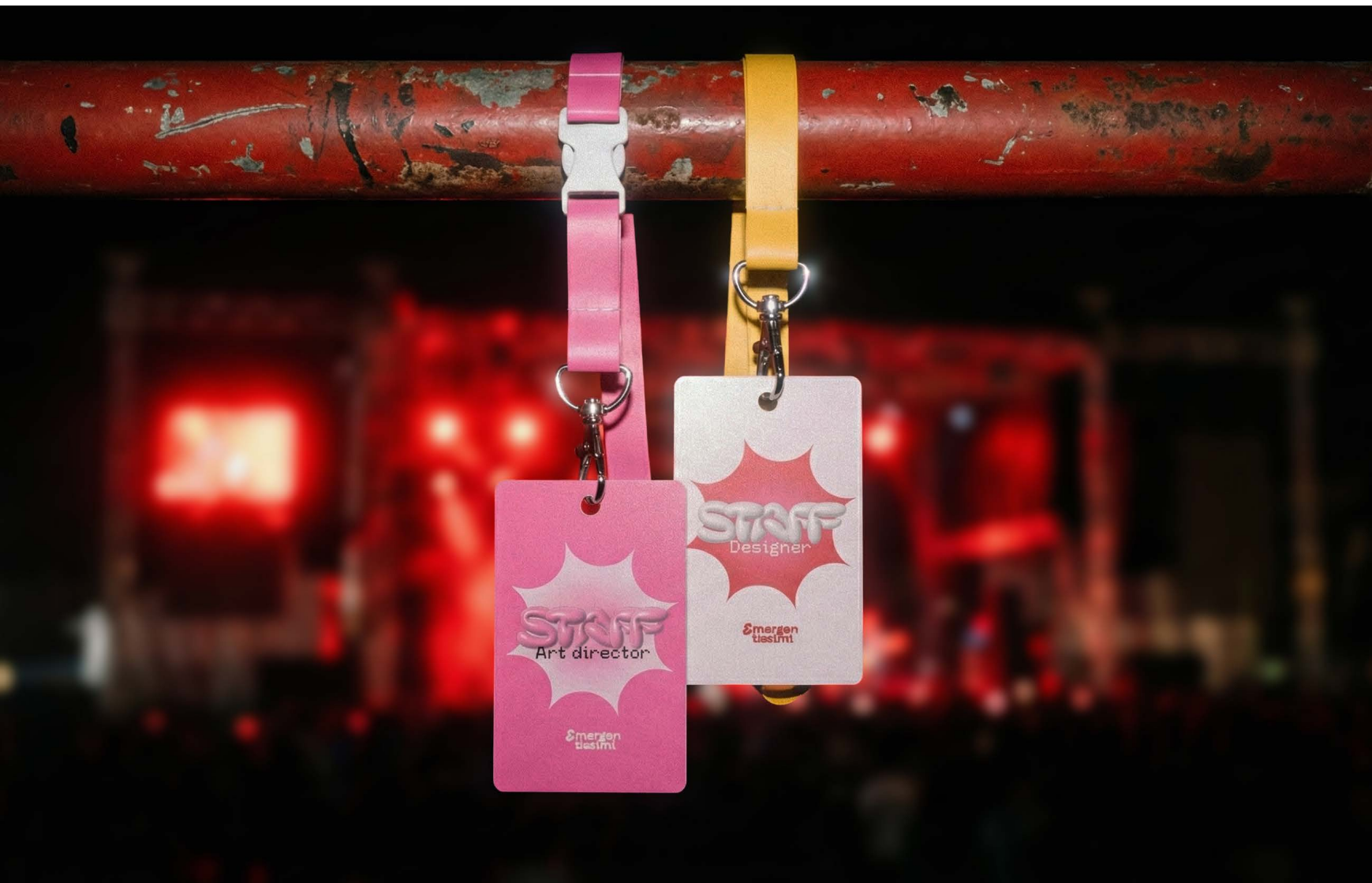
Milano

idarti!

un festival musicale
che dà spazio a giovani artisti emergenti
a Milano

Puoi candidarti!

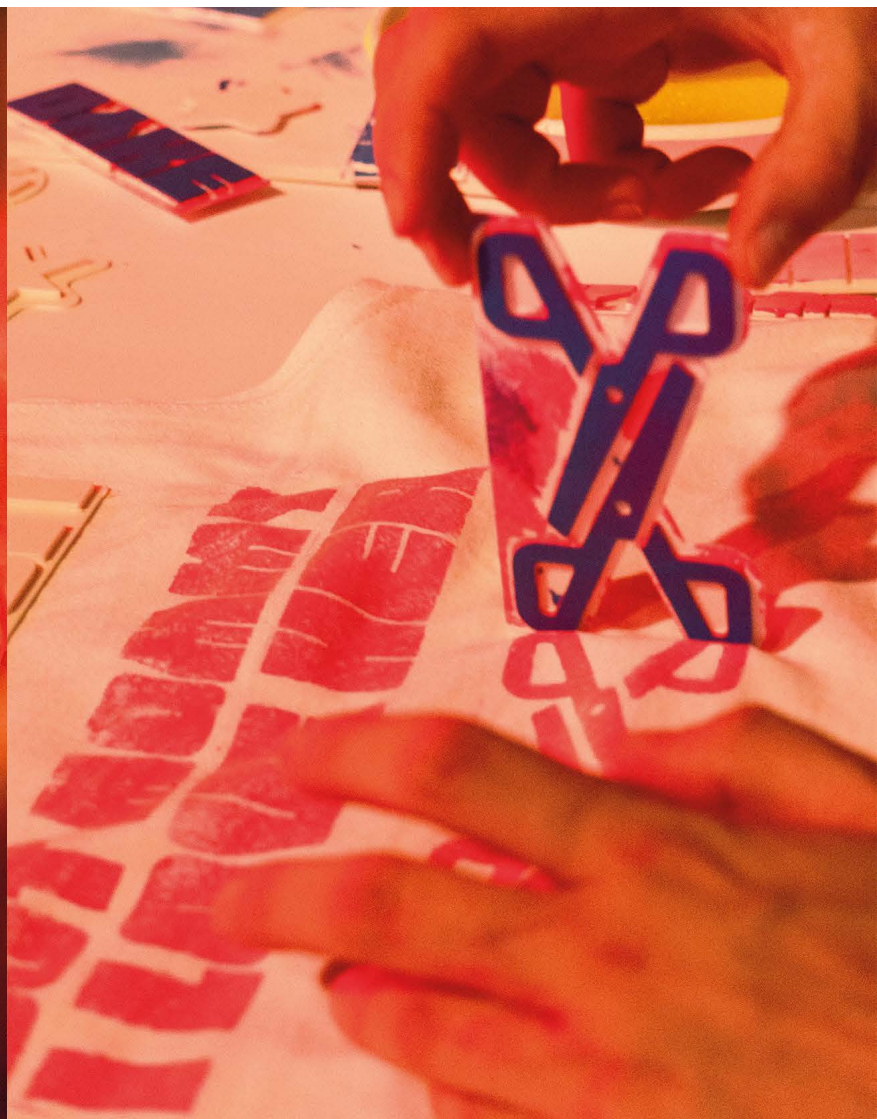
Emergentissimi è un festival musicale
che dà spazio a giovani artisti emergenti
a Milano. Se sei interessato scrivi in DM
o a emmergentissimi@gmail.com

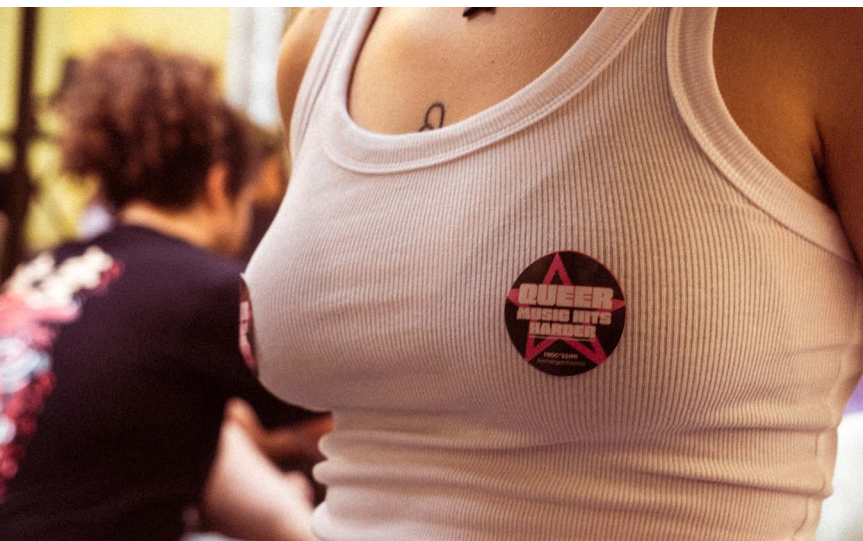












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Iki

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Iki is a product designed to support children's well-being. It is a companion that attaches to their backpack and monitors environmental quality in real time, tracking CO₂ and TVOC levels. Iki gives feedback and advice directly to the child while sending real-time data to parents through a dedicated app.

Iki is designed to keep parents and children connected, it even allows playing peek-a-boo together through the device

Technically, Iki is built on the M5Stack Core2, powered by an ESP32 microcontroller, prototyped in C++, 3D printed, and made interactive with Protopie.

2026

Smart product
/ team

Prototyping
C++ & Arduino

Protopie
UX-UI Design

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Clip Iki to the backpack.



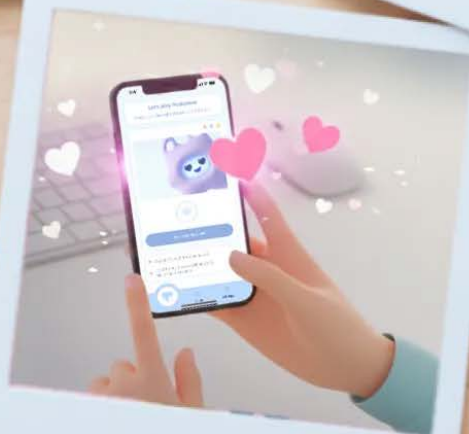
Iki tracks CO2
and TVOC in real-time.



Bad air?
Iki looks sad and notifies you.



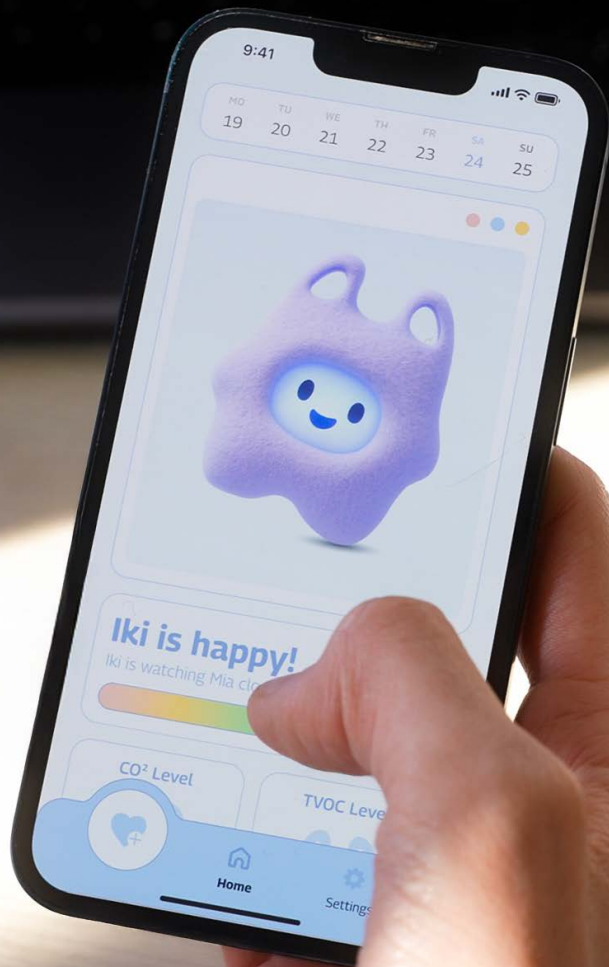
The mask icon tells
your child what to do.



Miss them?
Play peekaboo via the app!



Your child will play
with you through Iki!









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Zona Sarpi

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Zona Sarpi is the official Milan Design Week district located within the city's historic Chinatown. Curated by The Playful Living, the project celebrates the multicultural identity of the district, requiring a continuous and comprehensive visual design and communication strategy to strengthen its public presence.

Working directly for the studio in close synergy with the lead designer across two editions, the contribution focused on developing both physical and digital materials. A core priority was maintaining strict brand consistency across all touchpoints, creating a cohesive visual narrative for the district's exhibitions and installations.

The scope of work encompassed web design and social media management to effectively engage a diverse audience, alongside on-site event photography to capture and document the dynamic energy of the design week.

2026

Design District
/ team

Visual Design
Web Design

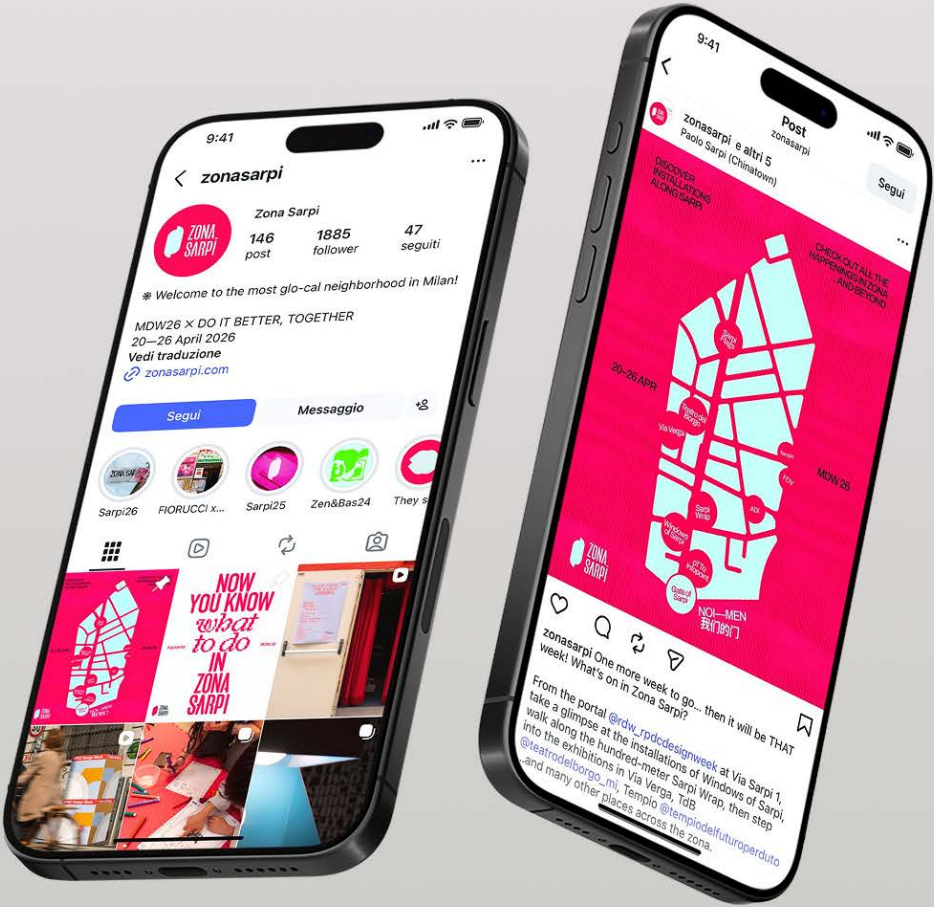
Event Design
Social Media Management

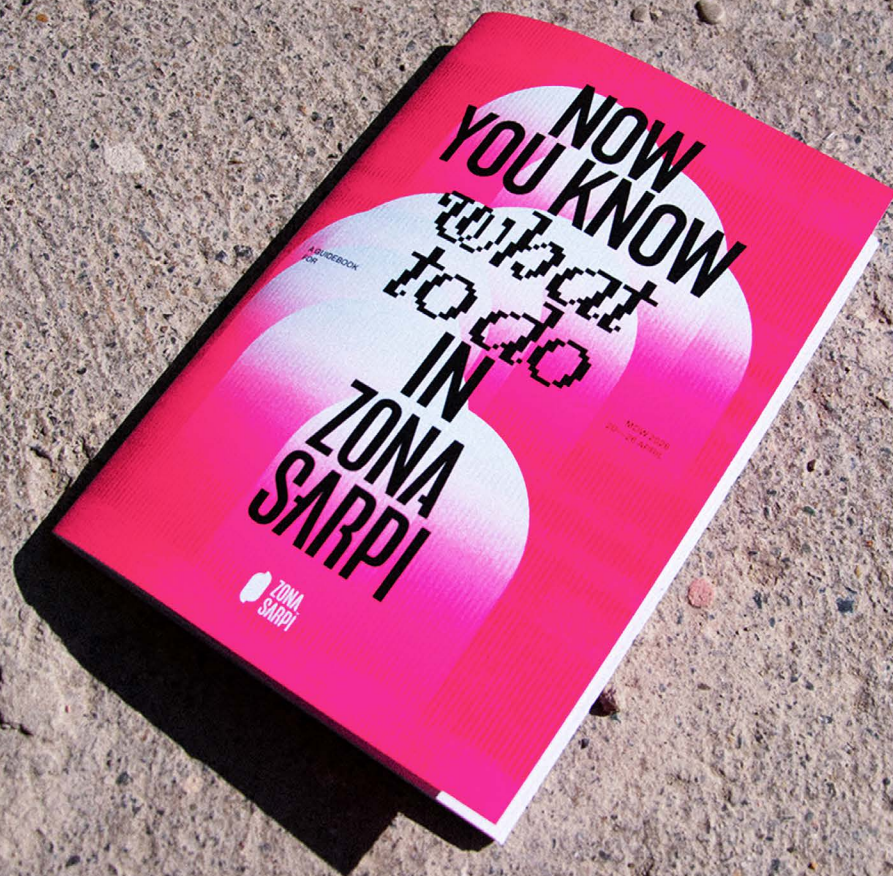
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LA MONTAGNA CHE NON SI VEDE

2025/
2026

Artistic project
/ team

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LA MONTAGNA CHE NON SI VEDE is an experimental video work selected as a winning entry in the 'Visioni D'alta Quota' initiative, launched by MEET Digital Culture Center, Politecnico di Milano, and Regione Lombardia for the Milano Cortina 2026 Winter Olympics.

Inspired by Paralympic champion Silvia Parente and her Foundation, the project utilizes a synthesis of TouchDesigner and motion graphics to explore the spatial perception of blindness in alpine environments.

It was streamed across Milan, Brescia and Bergamo's urban screens and transit hub, including metro systems, Malpensa and Orio al Serio airports, throughout the Winter Olympic Games.

Complementing the video, an immersive installation links the digital mountain's resolution to the audience's physical configuration. Utilizing TouchDesigner, the system analyzes interpersonal proximity, requiring collective presence to modulate visual clarity and reveal the image in its entirety

Motion Graphic
Touchdesigner

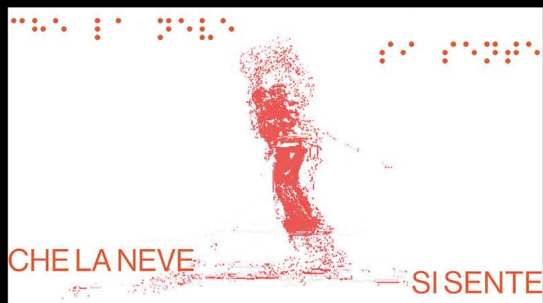
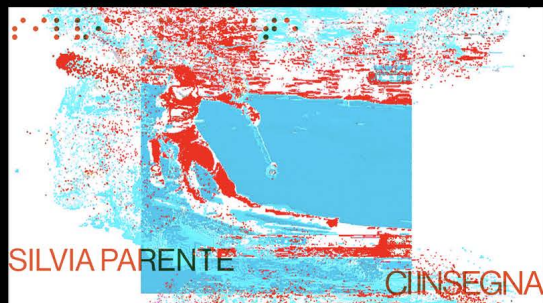
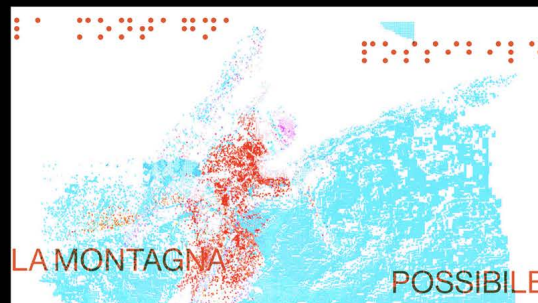
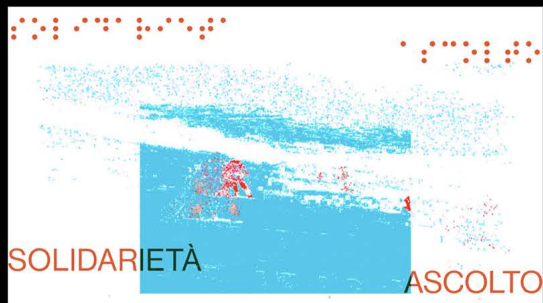
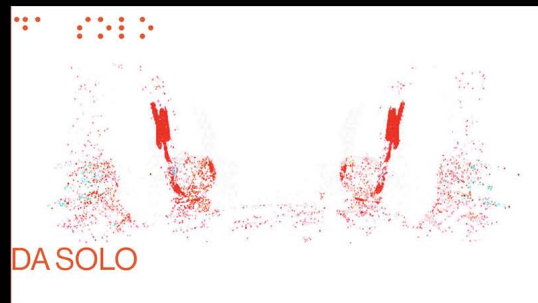
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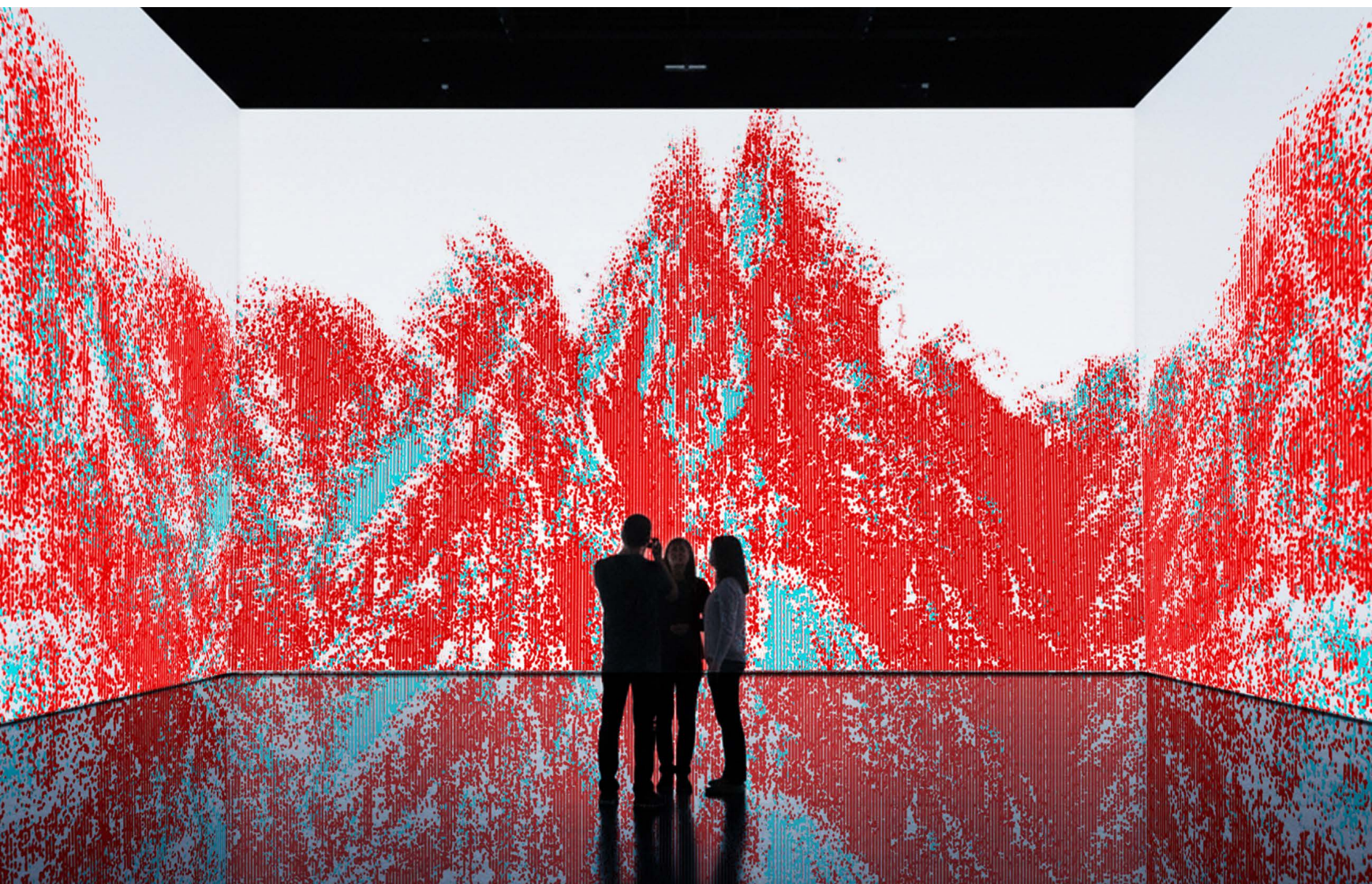
[here](#) the italian version
[here](#) the english version

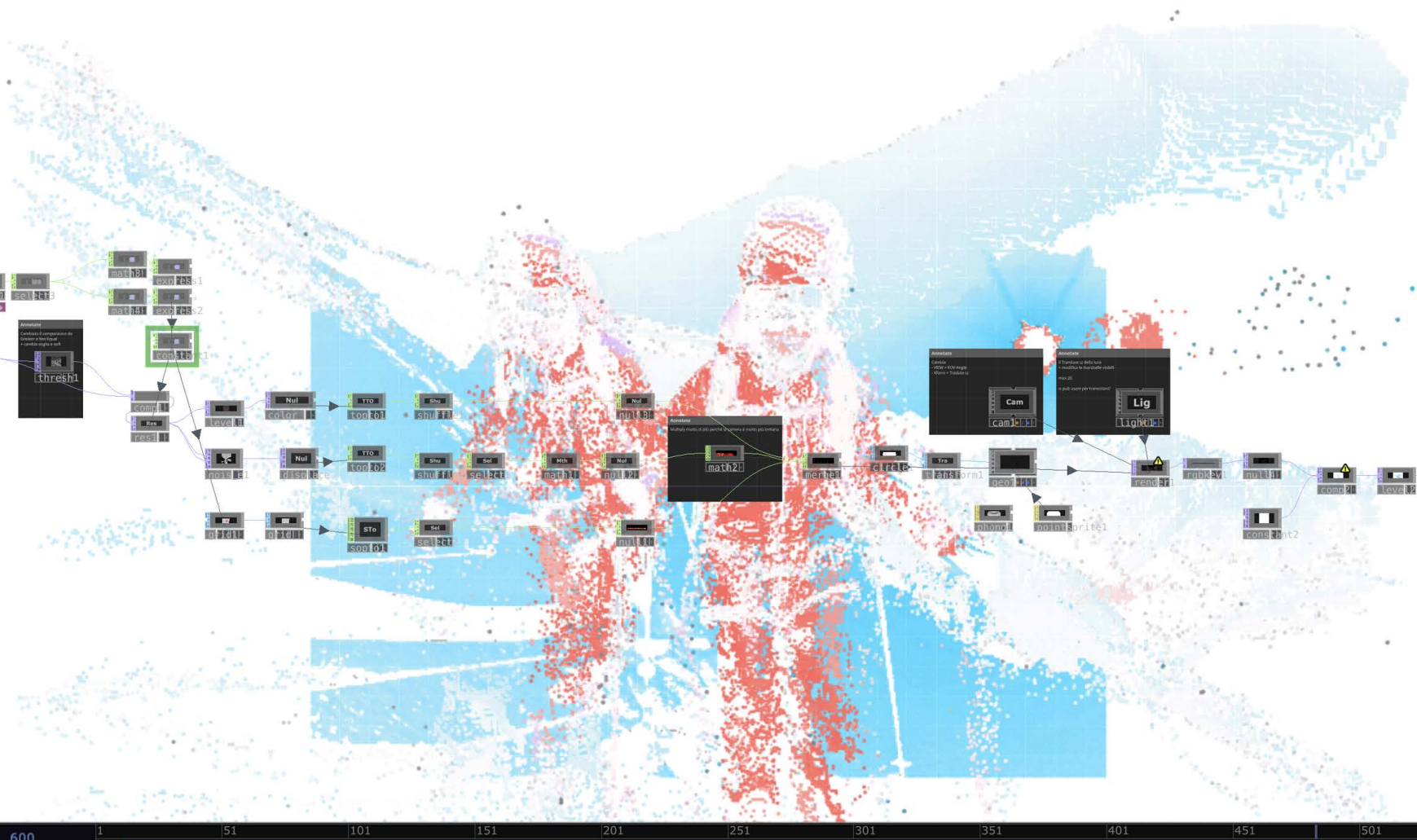
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SPIRA

2026

Embodied Interaction
/ team

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SPIRA is a smart device to attach to hangers for decluttering, built to counter wardrobe inertia and passive clothing accumulation. It turns your closet into an active ecosystem by giving forgotten garments a soul.

By tracking how long an item goes unworn, the device visualizes neglect through an intuitive, biomorphic breathing light. It eases the psychological friction of decluttering by prompting you to reflect on what you really wear. Moving a neglected hanger on the rack activates Sharing Mode, creating an easy way for roommates to borrow clothes.

Developed through a rigorous research-through-design process, the project evolved through five physical iterations and three extensive rounds of user testing, including immersive multi-station showcases. The final functional prototype packs an Arduino Nano 33 BLE Sense, ToF proximity sensors, and custom LED strip animations inside an organic shell.

Product Design
Prototyping

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```
<Adafruit_NeoPixel.h>
<Wire.h>
<VL53L0X.h>

#define PIN_LED 6
#define NUM_LEDS 7
#define PIN_LDR A0

Adafruit_NeoPixel strip(NUM_LEDS, PIN_LED, NEO_GRB + NEO_KHZ800);
Sensor = new VL53L0X();

void setup() {
  pinMode(PIN_LED, OUTPUT);
  pinMode(PIN_LDR, INPUT);
  Serial.begin(9600);
  strip.begin();
  strip.show();
  Serial.println("NeoPixel LED strip initialized.");
  sensor->init();
  sensor->start();
  sensor->waitForMeasurement();
  sensor->range();
  sensor->printRange();
}

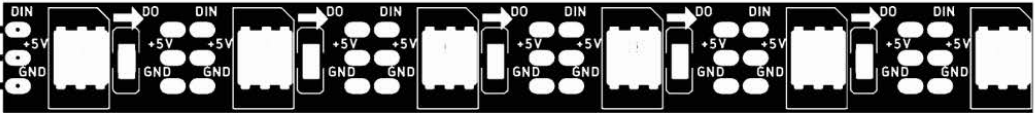
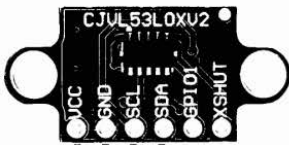
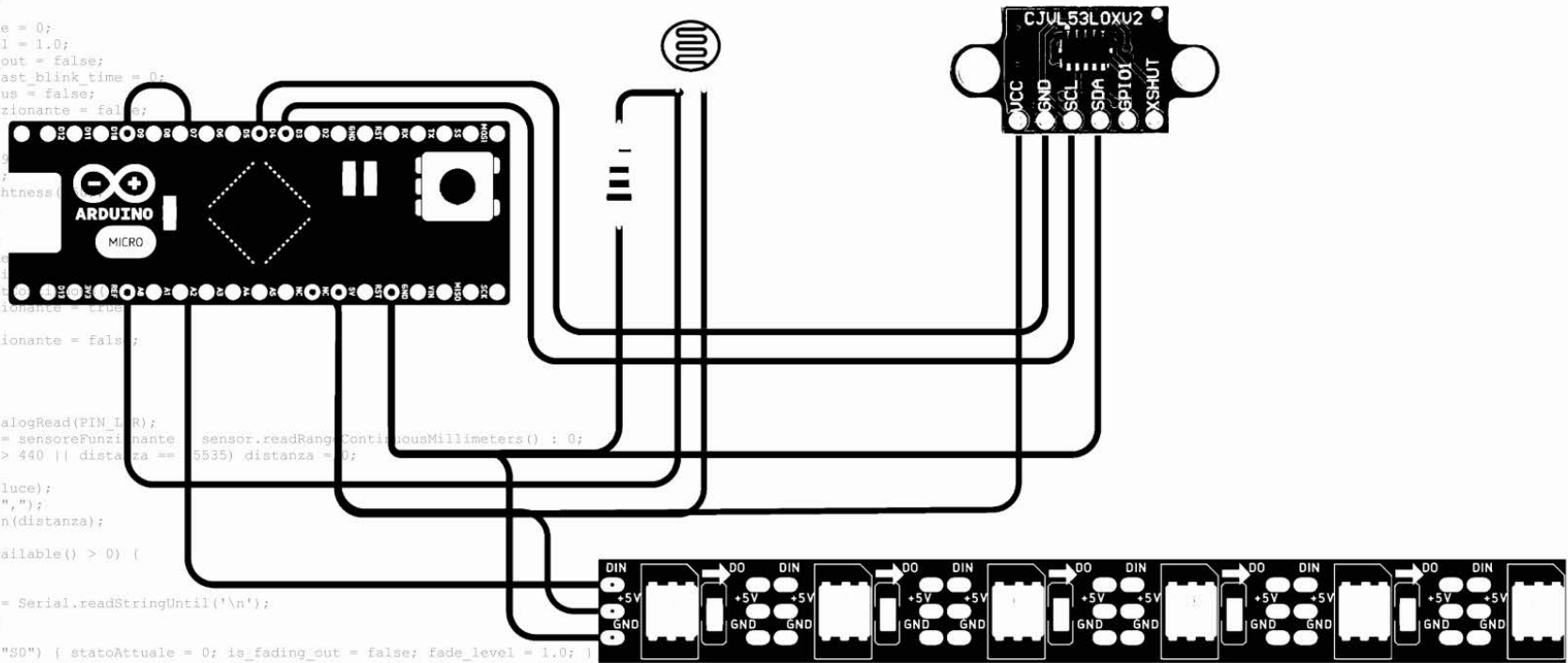
void loop() {
  // Read the LDR sensor
  int sensorValue = analogRead(PIN_LDR);
  float distance = sensor->rangeContinuousMillimeters();
  if (distance > 440 || distance == 5535) distance = 0;

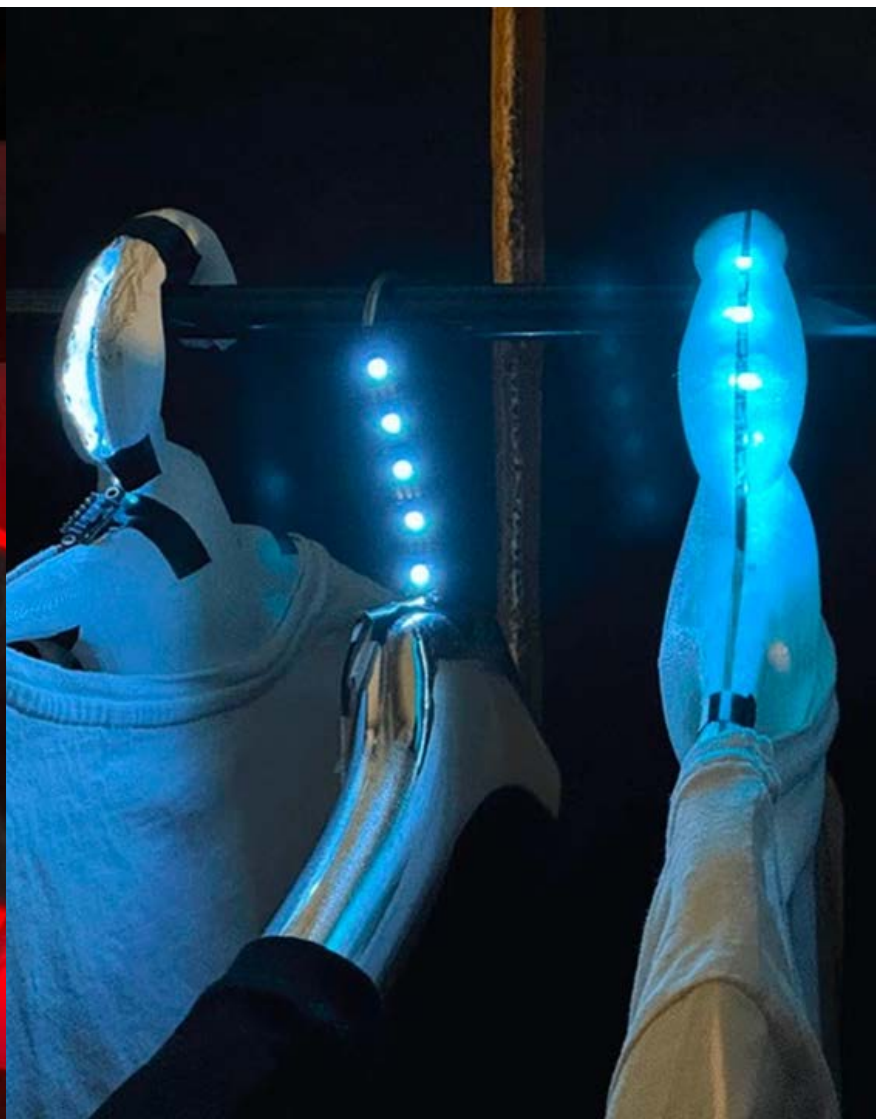
  // Print the distance
  Serial.print("Distance: ");
  Serial.println(distance);

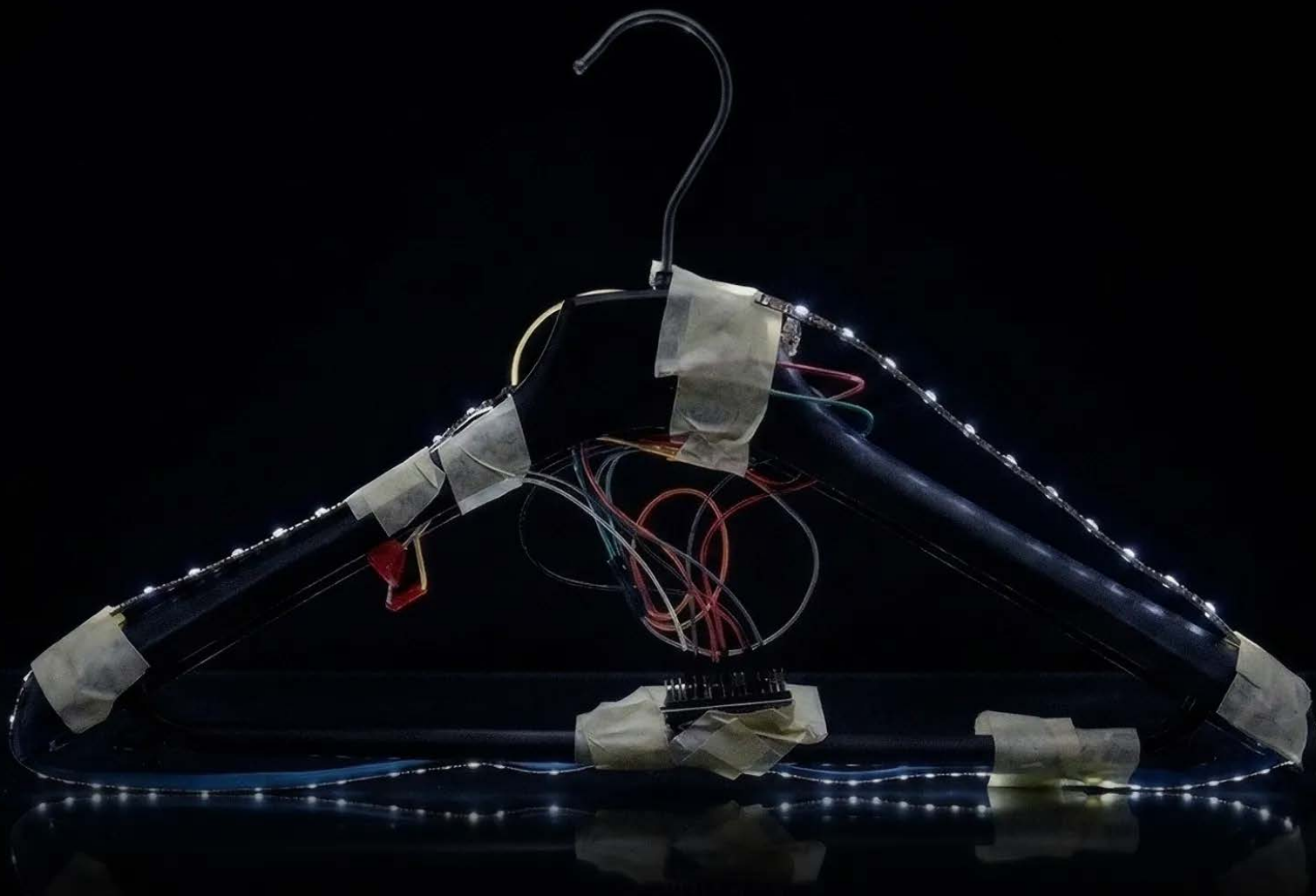
  // Check if there is data available
  if (Serial.available() > 0) {
    // Read the command
    String cmd = Serial.readStringUntil('\n');
    cmd.trim();

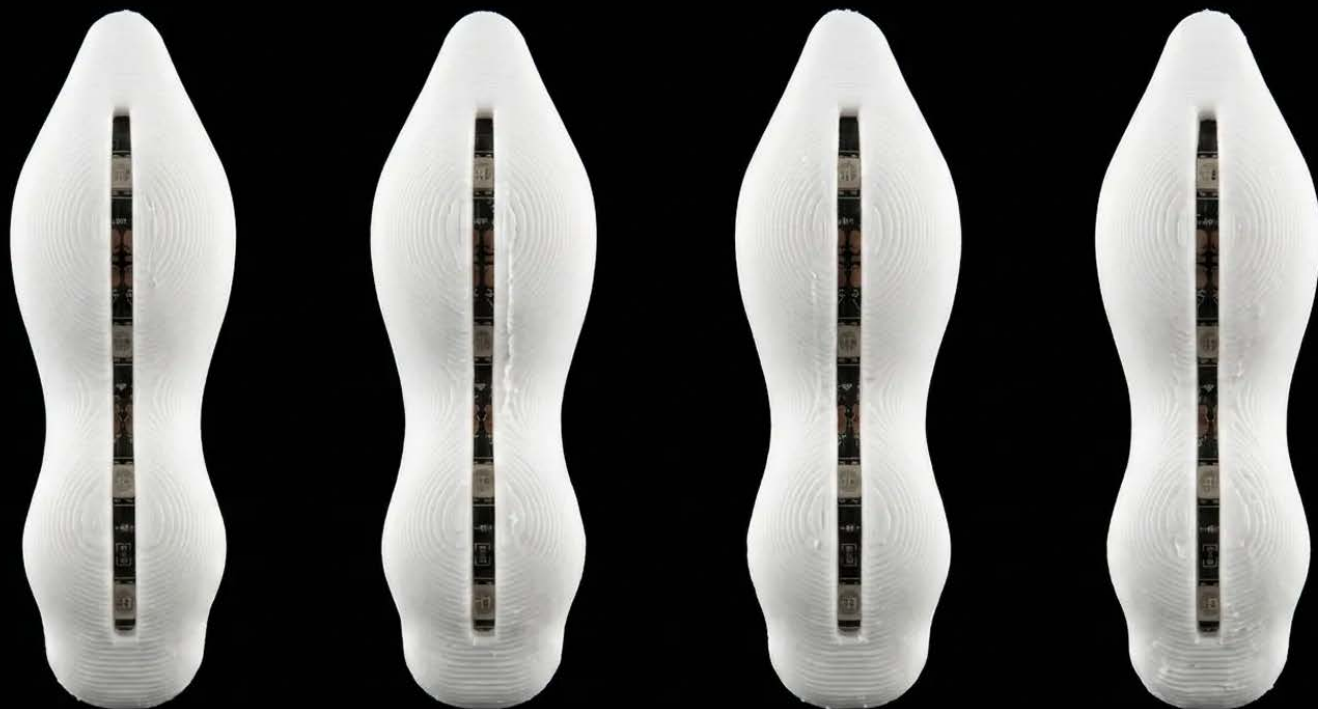
    // Process the command
    if (cmd == "S0") { statoAttuale = 0; is_fading_out = false; fade_level = 1.0; }
    if (cmd == "S1") { statoAttuale = 1; is_fading_out = false; fade_level = 1.0; }
    if (cmd == "S2") { statoAttuale = 2; is_fading_out = false; fade_level = 1.0; }
    if (cmd == "S3") { statoAttuale = 3; is_fading_out = false; fade_level = 1.0; }
    if (cmd == "S4") { statoAttuale = 4; is_fading_out = false; fade_level = 1.0; }
    if (cmd == "S5") { statoAttuale = 5; is_fading_out = false; fade_level = 1.0; }
    if (cmd == "S6") { statoAttuale = 6; is_fading_out = false; fade_level = 1.0; }
    if (cmd == "TIMEOUT_OFF") { is_fading_out = true; }

    // If the command is "OFF_BLINK"
    if (cmd == "OFF_BLINK") {
      statoAttuale = 0;
      is_fading_out = false;
      fade_level = 0.0;
    }
  }
}
```









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ENTANGLEMENT

2024

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Entanglement is a six-episode speculative podcast that investigates the deep connections between the human, the non-human, and quantum art. Taking its name from the physical phenomenon where particles remain inextricably linked regardless of distance, the series explores complex concepts such as algorithmic bias and quantum aesthetics.

The contribution encompassed the complete branding and visual identity of the podcast, culminating in a strategic launch event that featured an immersive live coding performance to introduce the project to the public.

To translate these abstract scientific principles into a tangible digital experience, a dedicated web platform was developed to host the episodes. A central element of this platform is a custom audio player programmed entirely in p5.js.

Branding
Coding

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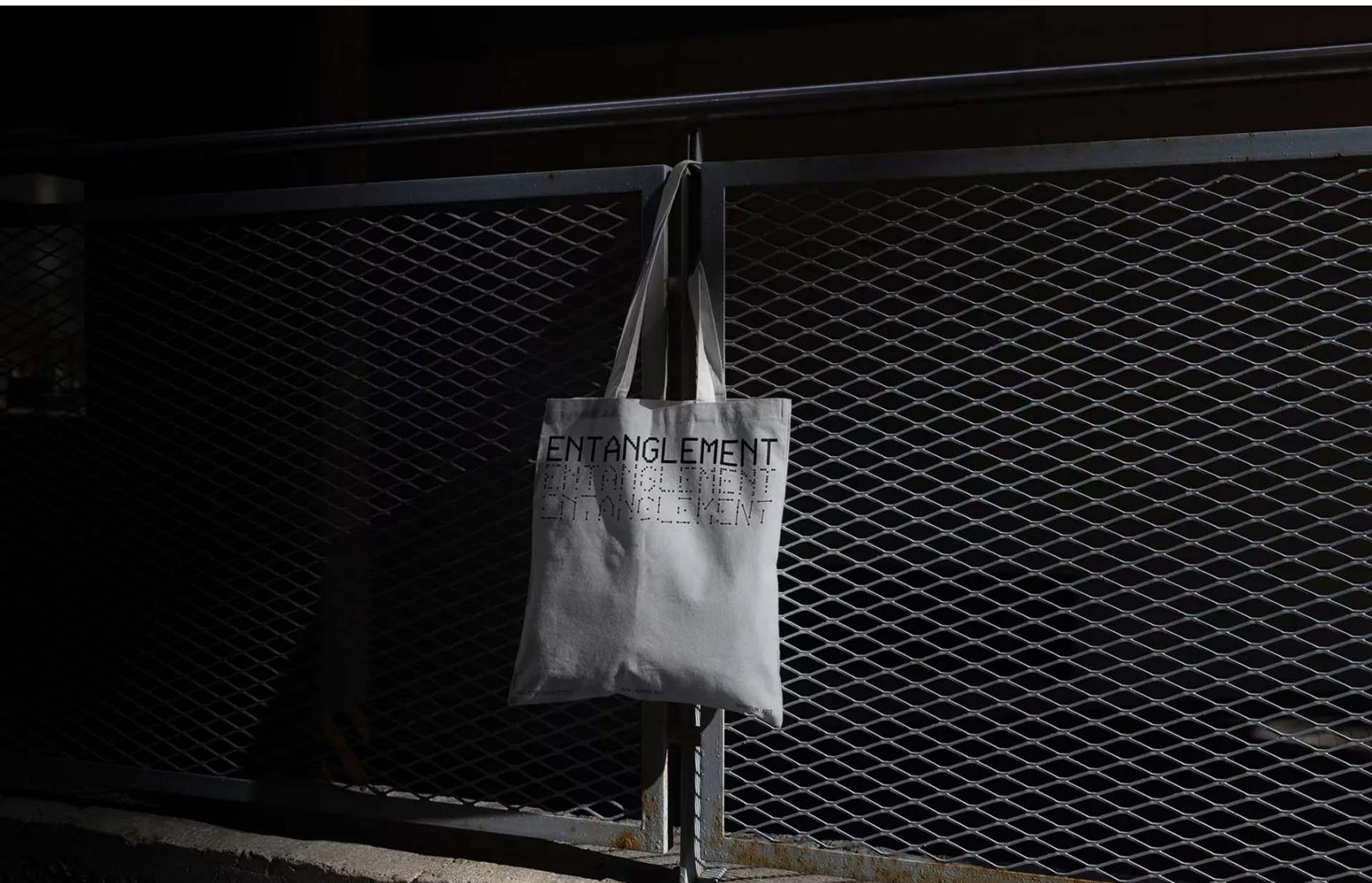
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[here](#) the player's website

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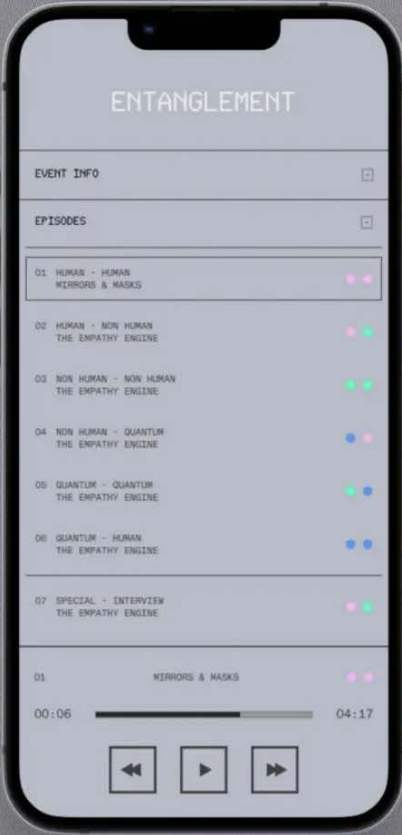












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Sneic Milano

2024/
2025

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Sneic is a speculative design project that imagines the existence of a secret reptilian office-core society tasked with generating suffering in the world through carefully orchestrated events carried out by Sneic agents (well-known VIPs and politicians). The project explores themes of power, media manipulation, and the construction of distorted institutional visual systems.

At the core of the project is an interactive communication prototype called GeCO, the Generator of Organized Chaos. Within this context, I focused on designing the user experience of the machine, developing its physical functionality using Arduino and programming languages such as C++ and Python. I also worked on 3D modeling and created the digital and interactive interface of the machine using TouchDesigner and the Arduino's datas.

The group's undergraduate thesis was based on this project, the full version of which can be downloaded [here](#) (IT).

Visual Design
Programming

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UX UI Design
Prototyping

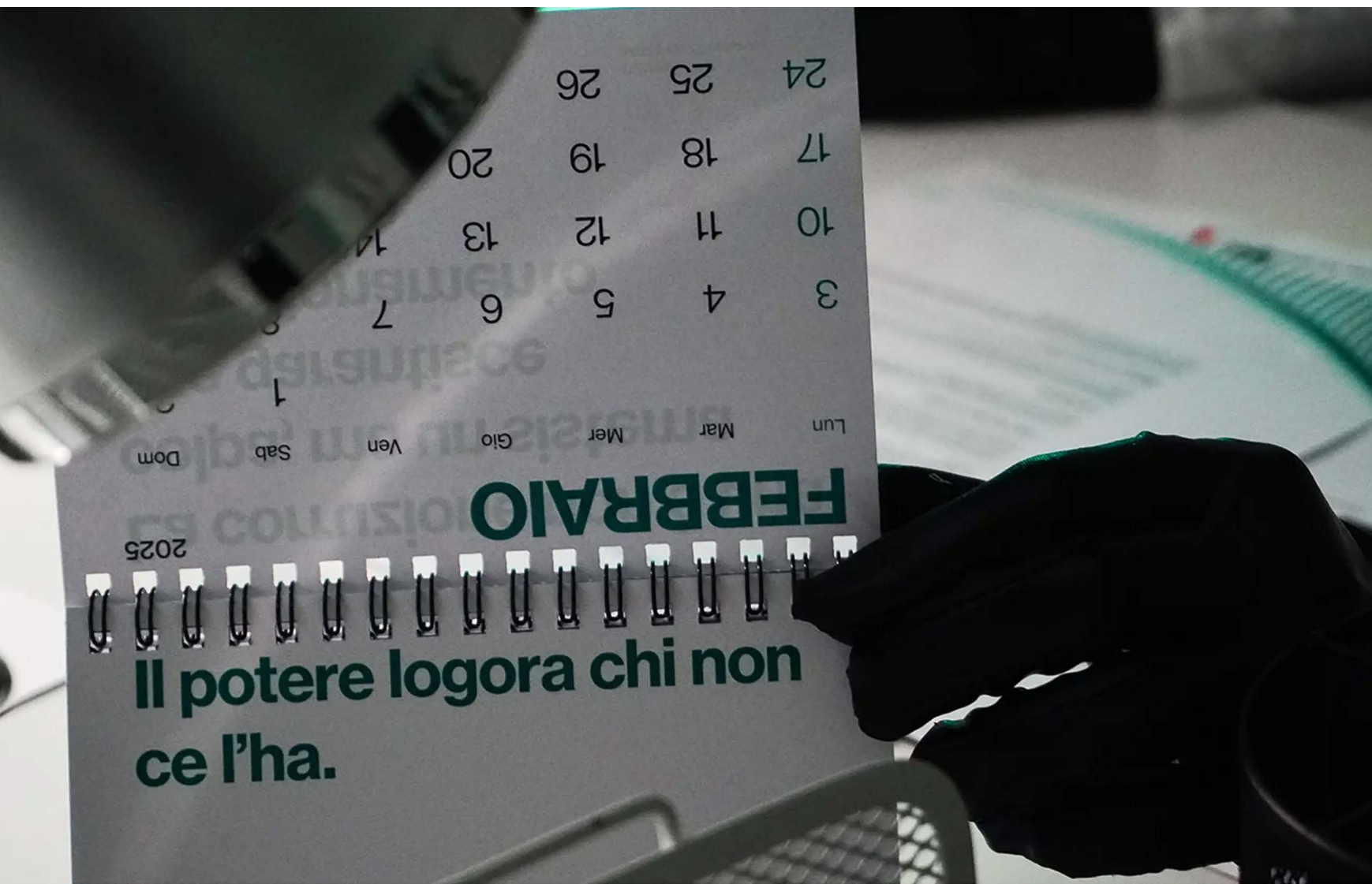
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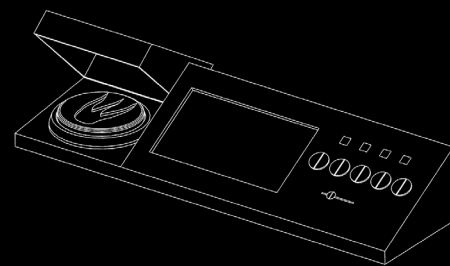
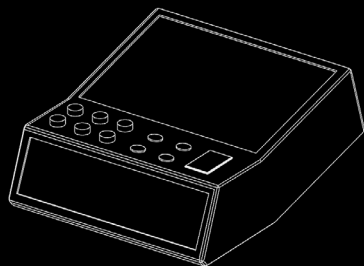
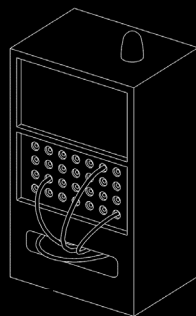
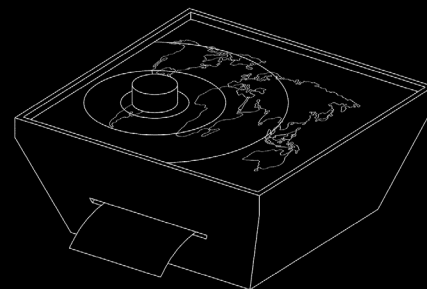
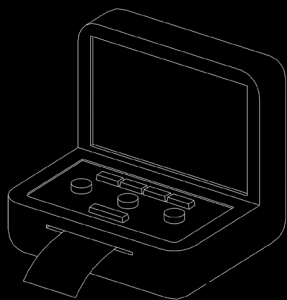






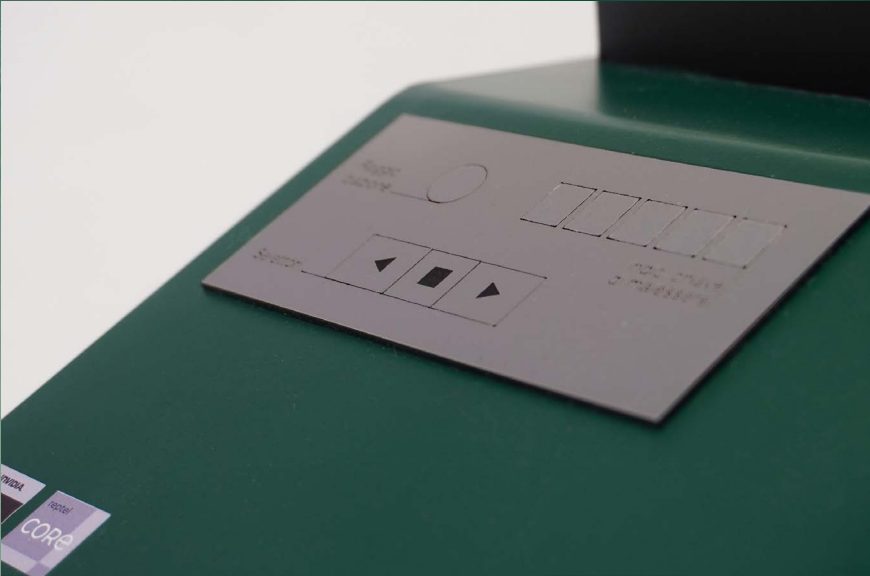
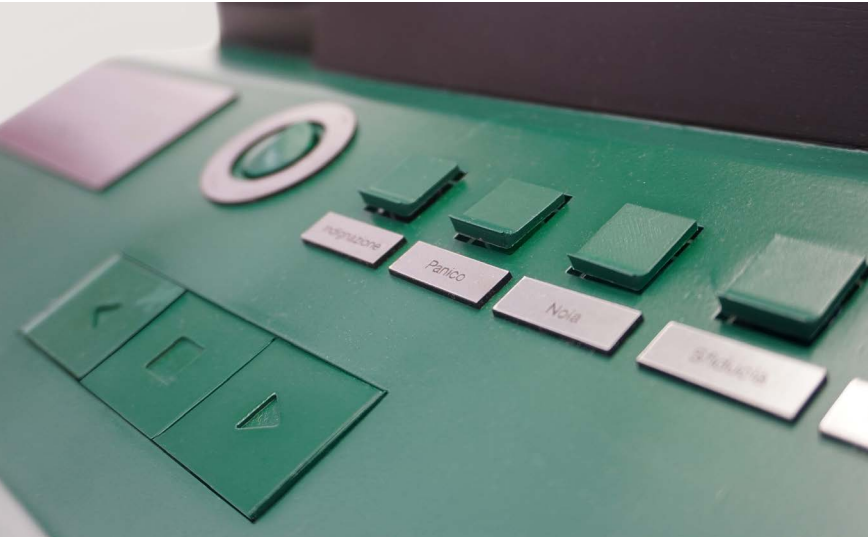














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The Ceruleum

2026

Personal Project
/ team

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Developed for the @common.index call 'An Ecology of Beasts', The Ceruleum is a video artwork that reinterprets the mythology of the medieval bestiary to explore a human-fish duality. The work synthesizes motion graphics, VFX, and TouchDesigner point clouds, merging digital abstraction with ancient lore.

The visual narrative relies on the contrast between two distinct languages. Detailed 13th-century imagery, drawn from the Der naturen bloeme manuscript, acts as anatomical sketches to illustrate the beast's physical strength. In contrast, contemporary sequences render the creature blurred and undefined, preserving the mysticism of a being that is never fully revealed. Throughout the video, a dominant use of black evokes the deep abyss, reinforcing the creature's connection to darkness, pressure, and the unknown.

The project was exhibited at TXT Studio in Milan and subsequently showcased at BASE Milano during Milan Design Week 2026.

Motion graphic
Touchdesigner

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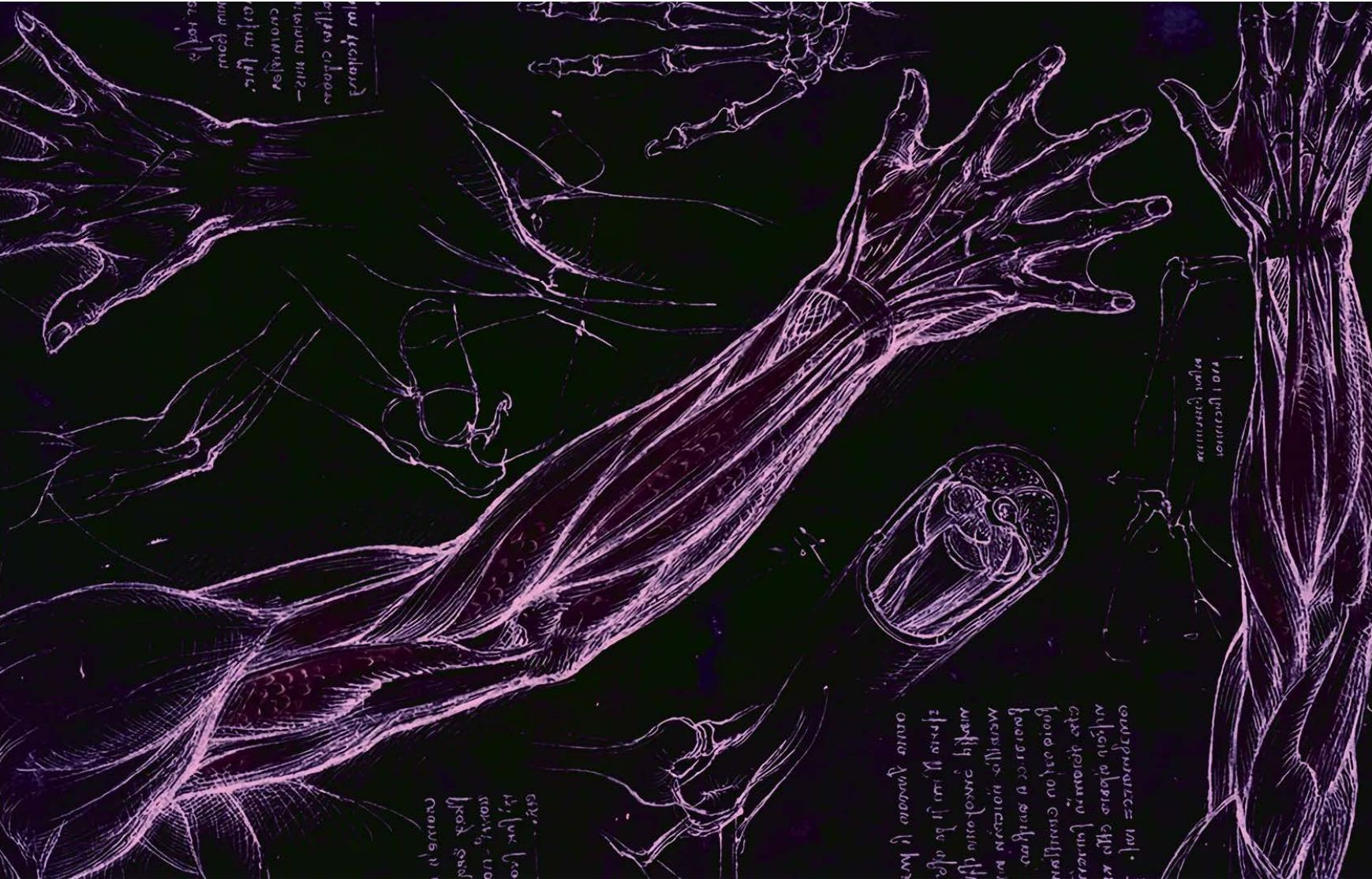
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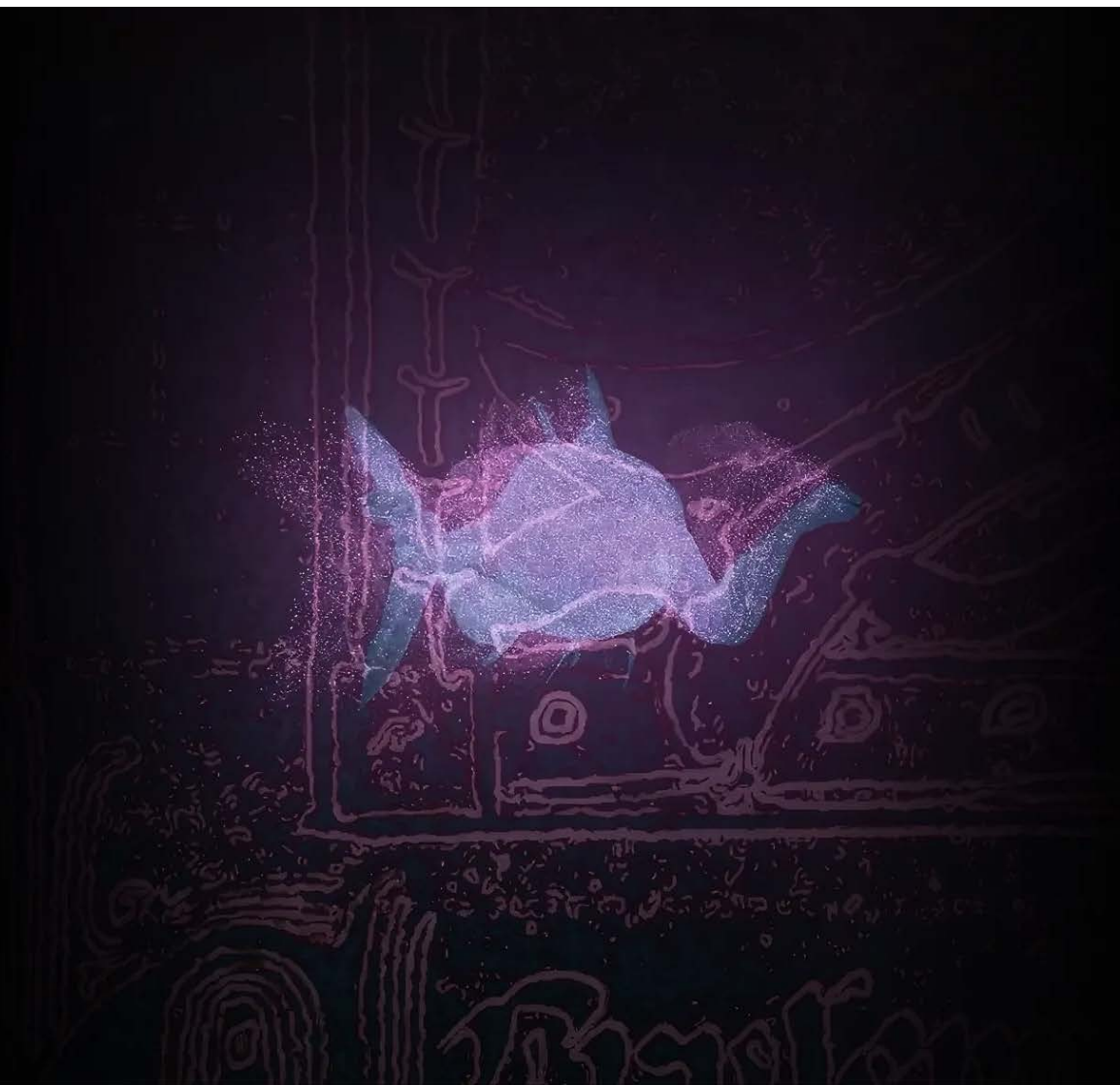
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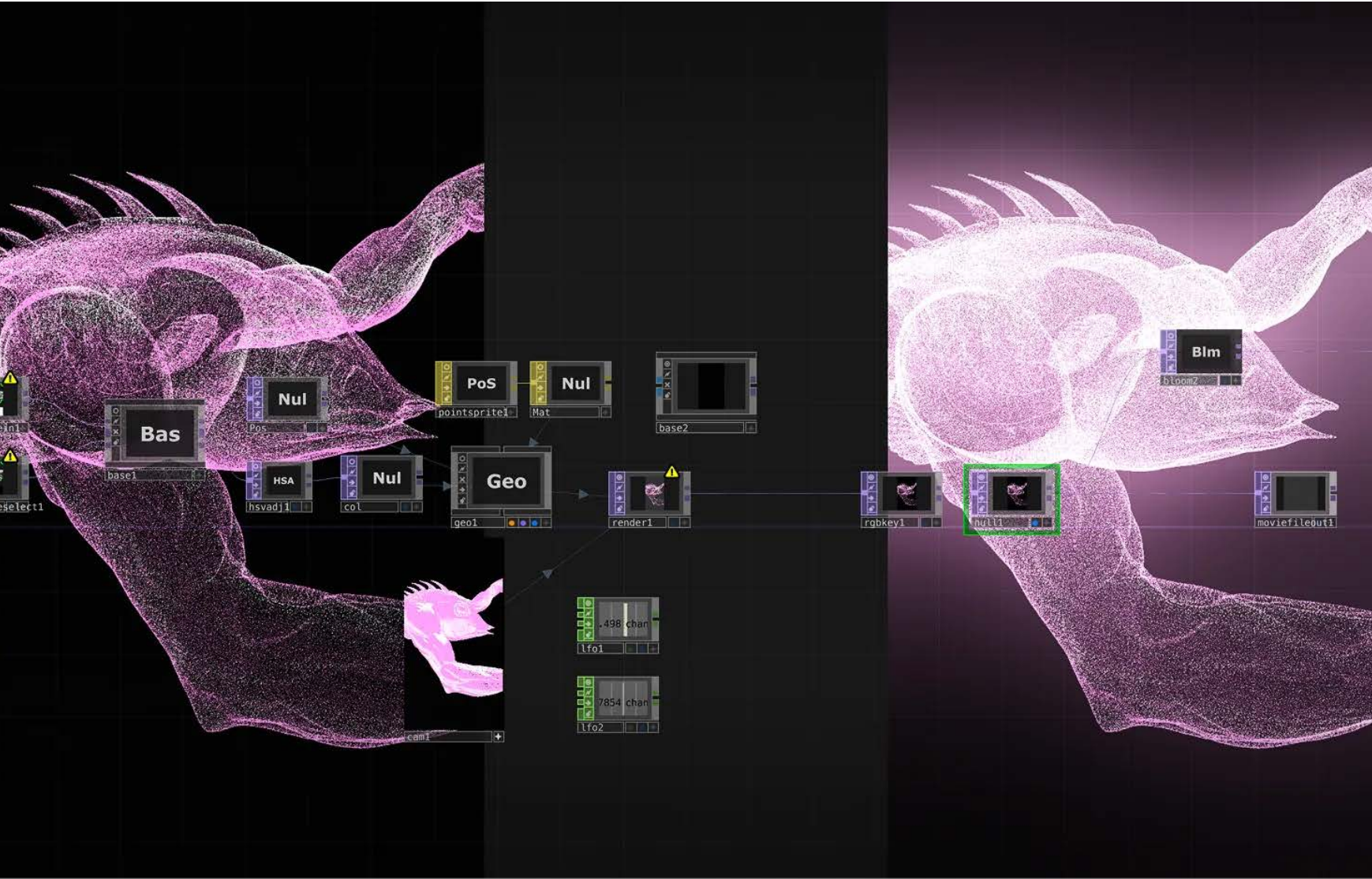
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Assisi

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For the UNESCO World Heritage site of Assisi, Italy, the entire visual system, institutional communication, graphic artifacts, and promotional signage were designed.

The branding project considered the site's historical and artistic value, starting from UNESCO criteria and translating them into an innovative, attentive, and context-respectful coordinated image.

The app “Assisi, Adventure Through Time” was also conceived, designed to make the site exploration engaging and accessible to a young audience. The app unfolds through a series of photographic missions that guide children in discovering the main points of interest, encouraging them to enter churches and historical buildings through play and visual storytelling.

2024

Branding
& Mobile application
/ team

Visual Design
UX UI Design

[here](#) the entire app in-use

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itinerario

- 1 Porta Nuova
4 metri di parete
- 2 Basilica di S. Chiara
4 metri di parete
- 3 Chiesa di S. Maria
maggiore
14 metri di parete
di 7 metri di base
- 4 Chiesa di S. Pietro
10 metri di parete
di 10 metri di base
- 5 Basilica
di S. Francesco
3 metri di parete
- 6 Bosco
di S. Francesco
200 metri di parete
di 20 metri di base
- 7 Rocca maggiore
10 metri di parete
- 8 Chiesa nuova
10 metri di parete
di 10 metri di base









