Milan Fontana

Senior Product & Industrial Designer

Milan, Italy | milan.fontana@gmail.com | linkedin.com/in/milanfontana | behance.net/milanfontana

Website
milanfontana.it
milanfontana.com

Professional Summary

Senior Product & Industrial Designer with 6+ years of experience in multidisciplinary design consultancy, specialising in research, concept development, 3D modelling and product visualisation for physical products. Experience across medical devices, office furniture, agricultural tools and electrical and home-automation products, working closely with engineers, UX/UI designers, R&D teams and international stakeholders. Hands-on design mindset and strong problem-solving skills, combined with a practical, analytical approach that balances form, function, user needs and technical constraints. Open to international opportunities.

Core Skills

Industrial Design · Physical Product Design · Concept Development · Design Research · Market and Competitor Analysis · User Needs Analysis · Sketching · 3D Modelling · Product Visualisation · Rendering · Ergonomics · Design for Automated Assembly · Design Thinking · Cross-functional Collaboration

Software and Tools

- 3D modelling: Rhinoceros 3D
- Rendering: KeyShot, V-Ray
- Adobe Creative Cloud: Photoshop, Illustrator, Premiere Pro
- AI and collaboration: Vizcom and AI rendering tools, Miro, Microsoft Office 365

Professional Experience

Senior Product & Industrial Designer, Tangity (NTT DATA Design Network), Milan
09/2021 – Present

-Home automation and EV charging – Gewiss (02/2025 – Present)

- Embedded in the client's product design team at their headquarters, working alongside development and R&D departments on switch panels, charging stations and smart home devices.
- Developed and refined existing 3D models and produced renderings for catalogues and environmental settings.
- Produced animated videos for internal communication and presentations.
- Researched new materials and technologies for plastic components and developed concepts for indoor and outdoor products.
- Managed multiple parallel projects under tight deadlines, adapting to early-stage briefs and changing priorities.

-Cordless agricultural tool range – agriculture and gardening manufacturer (2024 – 2025)

- Analysed competitors and helped define design rules for a scalable design language adaptable across the whole product range.
- Developed concept and product design while keeping existing internal geometries largely unchanged to ease mechanical integration after a supplier change.
- Used AI rendering tools to accelerate concept exploration and produce high-impact visuals; supported the engineering team with 3D-printed prototypes.

-Medical laser connector – medical device manufacturer (2023 – 2024)

- Carried out market and competitor analysis and observed instrument use in hospitals to inform function, ergonomics and visual identity.
- Contributed to a redesign of a component previously sourced from an external supplier, aimed at lower material use, automated assembly, RFID integration and compliance with medical-industry regulatory requirements.
- Developed initial 3D models, ergonomic studies and final product renderings; supported tightening-torque user tests.

- Office chair with integrated smart audio – Luxy (2021 – 2023)

- Led market and trend analysis, concept ideation and initial sketches for a chair with built-in speakers and a noise-cancelling microphone, developed with NTT DATA Sonority.
- Produced initial 3D modelling, ergonomic studies and final renderings; explored multiple concepts and physical prototypes to test ergonomics and audio quality.
- Product showcased at Salone del Mobile (Milan, June 2022) and Orgatec (Cologne, October 2022).

R&D Graphic & Product Designer, PolyKeg Srl, Grumello del Monte (BG)
03/2021 – 09/2021

- Created 3D models for mould manufacturing and developed product designs for the food and beverage industry.
- Produced product renderings and layouts for online and digital publication; supported R&D activities.

Education

IED – Istituto Europeo di Design, Milan – First-Level Academic Diploma in Product Design (3-year, bachelor's level, recognised by MIUR), 2017 – 2020.
Thesis: Movability, an open-source electric vehicle for shared or private use, developed with Rizoma.

Liceo Artistico U. Boccioni, Milan – High school diploma, Figurative Arts, 2013 – 2017.

Languages

Italian; English

Additional Information

Portfolio: behance.net/milanfontana (full PDF portfolio available on request).
Projects subject to NDA.
Driving licence A, B.

I authorise the processing of my personal data in accordance with the GDPR (EU 2016/679).

I authorize the processing of the personal data contained in my CV pursuant to
Article 13 of Legislative Decree 196/2003 and subsequent amendments.