

Salvatore La Monica
Via Papa Giovanni XXIII, 44
Reggio Emilia, Italy, 42121
info@salvatorelamonica.it
3281723509

I am an architect working primarily in the early stages of architectural and interior design, where spatial identity, material language and atmosphere are first defined.

My approach focuses on concept development as a decision-making process, supporting clients and design teams in shaping the vision of a project before its technical development. Visualization is used not only as a representational tool, but as a way to explore and validate design intentions.

Over time, I have developed a sensitive and essential architectural language, applied to high-end and non-serial projects where coherence, materiality and spatial clarity are central to the design process.

Salvatore La Monica

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Salvatore La Monica

29 Gennaio 1989
from Palermo, Italy
based in Reggio Emilia, Italy
info@salvatorelamonica.it
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Please scan to visit my portfolio

technical skills /

Concept & Design
Concept Development
Interior & Spatial Design
Material Research
Lighting Concept

Visualization & Communication
Architectural Visualization
Visual Storytelling
Photography
Post-production

Tools
Autocad
Rhinoceros
Vectorworks
Cinema 4D
Corona Render
Photoshop
Lightroom
Illustrator
Indesign
ComfyUI

education /

Architecture & Interior Photography Workshop
2025 - *Istituto Italiano di Fotografia - Milan, IT*

English B2 course
2024 - *Wall Street English - Reggio Emilia, IT*

Advanced Lighting Design Course
2021 - *Synergia Bologna - Bologna, IT*

Professional Qualification as an Architect
2017 - *University of Palermo - Palermo, IT*

Master's Degree in Architecture
2016 - *University of Palermo - Palermo, IT*
Thesis in Architectural and Urban Design with a score of 110/110

languages /

Italian - Native
English - Fluent

work experience /

Bulgarelli Architetti
October 2018 - Today
Reggio Emilia, Italy

Concept Architect / Interior Designer

Early-stage concept development, material definition and visualization for high-end interior and exclusive projects.

- **Milan Retreats** – Interior concept, spatial atmosphere definition, material palette, visualization
- **Cenacchi HQ** – Architectural concept, facade language, interior atmosphere, lighting concept, visualization
- **Storm Club** – Interior concept development, lighting atmosphere, material selection, visualization
- **House T** – Spatial concept, pool design language, interior material definition, lighting concept
- **Aione Wellness Resort** – Architectural and facade concept, visual development for early-stage project validation

Core Responsibilities
- Concept development for architectural and interior projects
- Definition of spatial language, materials, finishes, and atmosphere
- Design vision support for early project decisions

Design Support Tools
- 3D modeling and visualization for concept validation
- Visual storytelling for client presentations and internal decision-making
- Preliminary lighting concepts in collaboration with consultants

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Studio Forward
2017 - 2018
Palermo, Italy

Assistant Architectural Designer
Design of residential, commercial, and Ho.Re.Ca. interiors, as well as exhibition installations; Development of 2D drawings at multiple project scales, 3D architectural modeling, and production of high-quality renderings.

Arch. A. Biancucci
2016 - 2017
Palermo, Italy

Assistant Architectural Designer
Graphic refinement and post-production of completed projects, development of 2D drawings across multiple project scales, and 3D architectural modeling with high-quality renderings.