BENEDETTA CERVONE MSc
www.benedettacervone.com

WORK EXPERIENCE

UI - Human Factors Engineer // Teledyne FLIR (Internship)
Feb 2022 - Jul 2022   *Stockholm, SWE*
Researched, designed and developed a dashboard aimed at product managers that is now enabling
user centered cross-product planning practices.

Information Designer & Developer // RTL Nederland (Internship)
Sep 2019 - Feb 2020   *Hilversum - NL*
Researched, designed and developed interactive data visualisations in the context of the RTL news websites in order to improve user experience and shape novel ways to consume news.

Translator - UX Writing // Freelance
Feb 2022 - Current
Translate web/app text on an assignment basis from and to English, Italian and Dutch.

Teaching Assistant // University of Twente
Sep 2017 - Aug 2021   *Enschede - NL*
Courses: Web Technology (Lead), UI design (Lead) Sounds and Circuits, Introduction to Programming, Programming and Physical Computing, Interactive Visualisation, Introduction to Computer Science, Physical Systems, Programming Algorithms, Data Driven Applications

Student Promotion Team // University of Twente
Sep 2013 - Aug 2021   *Enschede - NL*
Represented the university at multiple public events, including the bi-yearly open days attended by over 6000 participants and conducting campus tours for diverse groups of prospective students and university affiliates.

ENGAGEMENTS

Student Board & (Educational) Committees
Social Media Management
Volleyball Coach - Trainer - Referee
Photography - Design - Videomaking
Festivals/Event Organisation & Decoration

EDUCATION

MSc ICT Innovation - HCI & Design
KTH Royal Institute of Technology
Sep 2020 - Jul 2022
EIT Digital Master School
EU Merit Scholarship
Thesis grade: A

MSc Interaction Technology
University of Twente
Sep 2020 - Jul 2022
EIT Digital Master School
EU Merit Scholarship
Cum Laude

BSc Creative Technology
University of Twente
Sep 2017 - Jun 2020
Major: New Media
Thesis grade: 9/10

SKILLS

Design: InVision/Sketch/Figma
- Animations - AdobeCC -
3D Modelling (Maya) - Unity3D -
Data Visualisation

Prototyping: Paper prototyping - Miro - 3D Printing - Lasercutting - Electronics - Arduino - AR/VR

Programming: HTML/CSS/JS (React.js) - Java - C++ - MatLab - Arduino

Research: Design Thinking - SPSS - CoDesign - A/B Testing - Analytics

Soft Skills: Event Management - Project Management - Public Speaking

LANGUAGES

Native/Fluent: Italian - English - Dutch
A2: Swedish (*SFI*), French

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