FEDERICA BUCCHIERI

Human-Computer Interaction & Design Student

Date of birth: 14/07/1998   **Place of birth:** Palermo, Italy
Nationality: Italian   **Gender:** Female

I am a MSc student in Human-Computer Interaction & Design with a BSc background in Computer Science. I am passionate about programming and computer graphics and I define my self as open minded, curios and a great team worker. My study experiences around the world, allowed me to develop a variety of soft skills that I am very proud of.

CONTACTS

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🔗 https://federicabucchieri.github.io

WORK HISTORY

● 06/21 » 05/22   **Web developement and support for department projects and events**
DEIB Department at Polytechnic University of Milan
Piazza Leonardo da Vinci, 32, 20133 Milano MI, Italy

● 03/22 » 08/22   **Research Intern in Moving visualization design for video games**
Inria Saclay Île-de-France
Bât 660, rue René Thom, 91190 Gif-Sur-Yvette, France

EDUCATION

● 2012 » 2017   **Scientific High School Diploma**
Liceo Statale Stanislao Cannizzaro
Via G. Arimondi, 14, 90143 Palermo (PA), Italy

▪ Finale Grade: 98/100   ▪ National Math tournament - 1° yr.
▪ Class representative - 2° yr.   ▪ Basketball School Team - 2° » 3° yr.

● 2015 » 2016   **AFS Exchange Program in the Netherlands**
Lyceum Schöndeln (LI)
Heinsbergerweg, 184, 6045 CK Roermond LI, Netherlands

▪ "Bèta en Techniek" - Nature and Technology profile

● 2017 » 2020   **Bachelor's Degree in Computer Science Engineering**
Polytechnic University of Milan
Piazza Leonardo da Vinci, 32, 20133 Milano MI, Italy

▪ Final Grade: 99/110
▪ Final thesis based on a Software Engineering project: Santorini board game

- **2020 » 2021** — **Master of Science in Human-Computer Interaction & Design - Entry Year**

  EIT Digital Master School Double Degree Program, Polytechnic University of Milan
  Piazza Leonardo da Vinci, 32, 20133 Milano MI, Italy

- **2021 » 2022** — **Master of Science in Human-Computer Interaction & Design - Exit Year**

  EIT Digital Master School Double Degree Program, Université Paris-Saclay
  3 rue Joliot Curie, 91190 Gif-sur-Yvette, France

LANGUAGES

ITALIAN	ENGLISH	FRENCH	DUTCH
Native Speaker	C1 -Advanced	A2 - Base	A2 - Base

- **12/2019** — **IELTS**

  Credential ID: 19IT012700BUCF010A
  Via Alessandro Manzoni, 38, 20121 Milano, Italy

SKILLS

Currently programming with
Java, JEE, JPA, Javascript, CSS, HTML, MySQL, Unity, C#, Vue, Nuxt, Node.js

Scholastic level knowledge
Python, VHDL, C, Photoshop, Indesign, Swift, LaTeX

Soft Skills
Problem solving, Team work, Reliability, Planning, Logic, Curiosity, Multicultural communication

RELEVANT PROJECTS

- **MuseX - Advanced User Interfaces Project**

  MuseX is a smart space software that proposes a 360° experience inside a Natural History Museum. MuseX combines the features of interactive technologies and multi sensory experiences an it was designed to fit the Magic Room technologies developed in the i3Lab of Polytechnic of Milan. The team used Unity and Visual Studio, programming interactions in C#.
  GitHub Repository: *https://github.com/AlessandroCorsini/MRMuseum-AUI2020-2021*

- **Invation - Hypermedia Application Project**

  As a front-end based project, Invation aims at creating a website for a company figment of imagination with a special attention on usability, accessibility and user experience. The project is developed using Nuxt and Vue frameworks for the front-end, while Node.js and Express were used for a simple back-end, with the help of a PostgreSQL database.
  GitHub Repository: *https://github.com/FedericaBucchieri/Invation_2020_21_HYP*