

# Federica Buccieri

 FedericaBucchieri

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## Education

### EIT Digital Human-Computer Interaction double degree

September 2020 - September 2022, Master's degree  
Politecnico di Milano, Université Paris-Saclay

### Computer Science Engineering

September 2017 - September 2020, Bachelor's degree  
Politecnico di Milano

## Experience

### Research Intern

March 2022 — August 2022, Paris (FR)

Inria Saclay Île-de-France

Researching the impact of motion factors in Situated Visualization in Video games by conducting a systematic review of visualizations in motion in the context of games. My future research goal comprises an empirical evaluation of my own visualization design.

### Web Development and Support

June 2021 — June 2022, Milano (IT - Remote)

Politecnico di Milano, DEIB Department

- Creating and debugging websites using WordPress, CSS, HTML and Javascript
- Determining coding requirements for site creation meeting the stakeholders and designers demands.

## Publications

- Federica Buccieri, Lijie Yao, Petra Isenberg. Situated Visualization in Motion for Video Games. Posters of the European Conference on Visualization (EuroVis), Jun 2022, Rome, Italy. 10.2312/evp.20221119 . hal-03694019

## Relevant Projects

### First Person Shooter Game

April 2022 — May 2022

FPS Game implemented using Unity (C#) with the final goal of using it during an empirical evaluation for my Master's Thesis. The game combines level design and game mechanics with data visualization to evaluate how motion factors influence data visualization readability in video games.

### MuseX

Set 2020 — Feb 2021

MuseX is a smart space software, aimed at differentiating the teaching proposal in elementary schools, offering a special experience to children. It proposes a 360° experience inside a Natural History Museum. The software is implemented in Unity (C#) and it embeds technologies such as projectors, smart objects and body movement recognition technologies (programmed for Kinect).

## Skills

Front-end Development  
UX Design & Research  
Game Design  
Data Visualization  
Software engineering

## Programming Languages & Tools

Java	Vue.js
JavaScript	Python
HTML	Unity
CSS	WordPress
C#	Figma

## Languages

Italian — Native  
English — C1  
French — A2  
Dutch — A1

## Strength

Team work & Leadership  
Communication skills  
Problem Solving  
Emergency management  
Strong commitment

## Hobbies

Gaming  
Scuba Diving  
Travelling  
Basketball