




## Francesca De Santis


Date of birth: 30/12/1996

Nationality: Italian

Gender: Female

## CONTACT

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## ABOUT ME

As a Psychology student, I had the chance to observe how strong the bond between **behavior and technologies** is. I received an experimental and technology-oriented background during my university years (programming with **R-studio**, statistics with **SPSS**, **cognitive ergonomics** basic theories).

I am deeply interested in the technologies' effects on human behavior and brain structure.

I tried to put the first stone on this path with my Master's degree thesis on the **effects of video games** on children's brain structure and behavior at Suor Orsola Benincasa in Naples.

I also investigated, providing some surveys among children's parents (six to seventeen years), the mediator role of parents' opinions around video games in the relationship between children's welfare and videogames consumption.

I am also interested to do further investigations on how technologies and video games could become **cognitive rehabilitation tools** for children with learning disorders. For this reason, I decided to join **Apple Foundation** (X edition) at University of Suor Orsola Benincasa. Together, as a team, we tried to create a video game app prototype in order to propose an interactive tool to help children with a **learning disorder**, mostly ADHD.

In the last months, I started to study HTML and UI/UX basis.

Assertive, Analytical, Goal-focused.

## WORK EXPERIENCE

**17/07/2019 – 20/08/2019** – Horsham, United Kingdom

### Summer camp assistant

EKLAT - Language school

Summer camp assistant in a multilingual setting at Farlington School, Horsham, UK. Great ability to manage group work and social activities with children from all over Europe.

Education

**26/11/2018 – 05/05/2019** – Napoli, Italy

### Undergraduate internship - primary school

Primary School Giuseppe Quarati, 38° Circolo Didattico

Observation of learning and teaching methods performed by Braille expert for blind children at the elementary school. This experience was used to analyze the educational challenges and learning improvements in visually impaired children debated for my Bachelor's degree final thesis.

## EDUCATION AND TRAINING

**02/2022 – CURRENT**

### HTML course

Start2Impact

**11/2019 – 12/2021** – Naples, Italy

- **Master's Degree in Cognitive Neuroscience (LM-51)**  
Università suor Orsola Benincasa  
Final evaluation **108/110**.  
  
108/110 | " Videogames from neural correlates to social applications"
- **09/2021 – 10/2021** – Napoli, Italy
- **Apple Foundation Program**  
iOS Foundation, Apple  
  
**10/2016 – 11/2019** – Naples, Italy
- **Bachelor's degree in technological and Scientific Fundamentals of Cognitive Psychology (L-24)**  
Università suor Orsola Benincasa  
"Main issues in alternative languages: LIS e Braille"  
  
**07/2016 – 07/2016** – Horsham, United Kingdom
- **International Summer Camp - English course**  
EKLAT - Language school  
  
**09/2011 – 07/2016** – Naples, Italy
- **High School Diploma - Human Sciences**  
Liceo Giuseppe Mazzini

## LANGUAGE SKILLS

**MOTHER TONGUE(S):** Italian

**OTHER LANGUAGE(S):**

English

|                        |                      |                                |                                 |                      |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|
| <b>Listening</b><br>B2 | <b>Reading</b><br>C1 | <b>Spoken production</b><br>B2 | <b>Spoken interaction</b><br>B2 | <b>Writing</b><br>C1 |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|

**Braille - for visually impaired people**

|                  |                      |                          |                           |                      |
|------------------|----------------------|--------------------------|---------------------------|----------------------|
| <b>Listening</b> | <b>Reading</b><br>A2 | <b>Spoken production</b> | <b>Spoken interaction</b> | <b>Writing</b><br>A2 |
|------------------|----------------------|--------------------------|---------------------------|----------------------|

**French**

|                        |                      |                                |                                 |                      |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|
| <b>Listening</b><br>A2 | <b>Reading</b><br>A2 | <b>Spoken production</b><br>A1 | <b>Spoken interaction</b><br>A1 | <b>Writing</b><br>A1 |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|

## DIGITAL SKILLS

### Competenze digitali

SWIFT / MriCron / Web Copywriting / Coding HTML / TrackVis and Diffusion toolkit / R/R- Studio / Padronanza del Pacchetto office / Figma (web prototyping) / Utilizzo sistema operativo Mac / JASP / PSPP - SPSS / Gestione autonoma della posta e-mail

### Competenze relazionali

insegnamento / Ottima capacità di relazionarsi con i bambini e gli adolescenti / Tutoraggio Studenti / lavoro di gruppo / Leadership del team / Gestione dei conflitti / capacità di interazione con persone con disabilità

## DRIVING LICENCE



**Driving Licence: B**