Eleonora Toscano

Personal Data

Born in Milan, 16/05/1997
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Education

Sep. 2019 – present
MSc in Human Computer Interaction and Design
First year at Politecnico di Milano, Second year at Université Paris-Saclay

EIT Digital's double degree Master program is structured as a Major is Human-Computer Interaction
and Design, specialization in situated interaction, and a Minor in Innovation & Entrepreneurship.
EIT is the European Institute of Innovation and Technology.

Mar. 2017 – Sep. 2019
BSc in Engineering of Computing Systems   92/110
Politecnico di Milano

After changing my degree course to Engineering of Computing Systems, thanks to my dedication,
I graduated in just two years and a half, instead of three.

Training courses

EIT Digital Summer School: Design Thinking & Scaling Services for Cities   Aug. 2020
- Intensive two-week program on designing innovative, participatory solutions for citizens and
  scaling up services in profitable and sustainable way

Women mentoring by Moviri   Oct. 2019 – Dec. 2019
- Participation in Polimi's program created by a collaboration with Moviri
  and aimed at increasing soft skills and women's leadership in ICT

EIT Digital Kick-Off Event   Oct. 2019
- All EIT Digital Master School students gathered in Trento for a three-day event with
  introduction and deep-dive in innovation and entrepreneurship.

Scholarships

EIT Digital Master School Scholarship
The EU Merit nomination (for students who are citizens of an EU or an EEA/EFTA member state) includes a half
tuition fee waiver and a monthly allowance (C4).

Technical Skills

Programming Languages: Java, C#, Python, C, SQL (Postgres), JavaScript, HTML/CSS
Frameworks: Dash, Node.js
Software: Unity, Figma, Adobe Photoshop, Microsoft Office

Soft Skills

Teamwork: I can operate well in a group setting to quickly and effectively accomplish tasks.

Organization: I'm capable of managing the time available to schedule my work accordingly.

Problem-solving: I apply analytical and creative thinking to find the best solution to the problem at hand.

Stress management: I'm able to perform well even in situations of increased stress.

Projects

Remote meeting bot | *HTML, CSS, NodeJS(JavaScript)*   Nov. - Dec. 2020
  - Design and prototype of a bot aimed at promoting engagement in remote meetings
  - Front-end development of the platform

Serious game | *Adobe Premiere Pro*   Nov. - Dec. 2020
  - Design of a serious game to alleviate neck fatigue in young adults based on secondary research

AR application | *Unity, Vuforia, C#, Android*   Sep. - Oct. 2020
  - Unity implementation of an AR application for trading *Magic: the Gathering* cards

Annotations on image | *Java, Swing*   Sep. - Oct. 2020
  - Java Swing implementation of a photo browser with drawing functionalities

Board games application | *Dash, Python*   Sep. - Oct. 2020
  - Design of a system to sell/buy, rent or share board games
  - Demo implementation of the board games platform

UX optimization of COGUARD, a platform for price monitoring   Feb. - June 2020
  - Market analysis of price monitoring platforms
  - Optimization and user experience analysis

Dynamic Website | *HTML, CSS, JavaScript, SQL, Figma*   Feb. - July 2020
  - Design of a dynamic website on Figma
  - HTML, CSS, JavaScript and SQL implementation of a dynamic website from IDM specifications

Interaction Design Project | *HTML, CSS, JavaScript, Figma, Adobe Premiere Pro*   Feb. - July 2020
  - Prototype of Matty, an interactive yoga mat that can reduce stress in ASD children
  - Design and implementation of the project website

Smart space games | *Unity, C#, Arduino*   Sep. 2019 - Feb 2020
  - Development of various Smart Space games in Unity using projectors and a Kinect
  - Creation of a Smart Object using Arduino and some sensors

Recommender System | *Python*   Sep. 2019 - Feb 2020
  - Implementation of a system for recommending items that are likely to suit
    the user's needs based on past data

Software Engineering documents: RASD and DD   Sep. - Dec. 2019
  - Creation of Requirement Analysis and Specification Document and of a Design Document

Entity relationship monitoring system | *C*   July - Sep. 2019
  - C implementation of a system for monitoring relationships between entities
    (for example people) that change over time

Java Multiplayer Game | *Java, Swing*   Feb. - June 2019
  - Java implementation of Adrenaline, a board game by Czech Games

Finite State Machine | *VHDL*   May - June 2019
  - VHDL implementation of an Finite State Machine

Foreign Languages

Italian: Native

English: Professional, both written and spoken English
2019 - TOEIC grade 940/990