

Eleonora Toscano

PERSONAL DATA

Born in Milan, 16/05/1997
Resident at Viale Pisa 3, 20146 Milan
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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 in 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

PROJECTS

Remote meeting bot | HTML, CSS, NodeJS(JavaScript)

Nov. 2020 – 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. 2020 – Dec. 2020

- Design of a serious game to alleviate neck fatigue in young adults based on secondary research

AR application | Unity, C#, Android

Sep. 2020 – Oct. 2020

- Unity implementation of an AR application for trading *Magic: the Gathering* cards

Annotations on image | Java, Swing

Sep. 2020 – Oct. 2020

- Java Swing implementation of a photo browser with drawing functionalities

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

UX optimization of COGUARD, a platform for price monitoring

Feb. 2020 – June 2020

- Market analysis of price monitoring platforms
- Optimization and user experience analysis

Dynamic Website <i>HTML, CSS, JavaScript, SQL, Figma</i>	Feb. 2020 – July 2020
<ul style="list-style-type: none"> • Design of a dynamic website on Figma • HTML, CSS, JavaScript and SQL implementation of a dynamic website from IDM specifications 	
Software Engineering documents: RASD and DD	Sep. 2019 – Dec. 2019
<ul style="list-style-type: none"> • Creation of Requirement Analysis and Specification Document and of a Design Document 	
Social Network <i>C</i>	July 2019 – Sep. 2019
<ul style="list-style-type: none"> • C implementation of a simple social network 	
Java Multiplayer Game <i>Java, Swing</i>	Feb. 2019 – June 2019
<ul style="list-style-type: none"> • Java implementation of Adrenaline, a board game by Czech Games 	
Finite State Machine <i>VHDL</i>	May 2019 – June 2019
<ul style="list-style-type: none"> • VHDL implementation of an Finite State Machine 	

TECHNICAL SKILLS

Programming Languages: Java, C#, Python, C, C++, SQL (Postgres), JavaScript, HTML/CSS

Frameworks: Dash, Node.js

Software: Unity, Figma, Adobe Photoshop, Microsoft Office

FOREIGN LANGUAGES

Italian: Native

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

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.