

Eleonora Toscano

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EDUCATION

Sep. 2019 – present

Double degree master in Human Computer Interaction and Design and Innovation & Entrepreneurship

European Institute of Innovation & Technology | First year at *Politecnico di Milano* - Second year at *Université Paris-Saclay*

This master focuses on design and **evaluation of interactive systems** and a strong emphasis on **user-centred design** techniques.

RELEVANT PROJECTS:

- Development of a **Mixed Reality** educational tool (manipulation of physical and virtual items) in **Unity/C#, Vuforia, Firebase**.
- Design and prototype - with **HTML, CSS, Node.js** - of a **bot** aimed at promoting engagement in remote meetings.
- Design on **Figma** of a **serious game** to alleviate neck fatigue in young adults based on **secondary research**.
- **Unity/C#, Vuforia, Android** implementation of an **AR application** for trading *Magic: the Gathering* cards.
- **Java Swing** implementation of a photo browser with drawing functionalities.
- Design and prototype with **Python and Dash** of a platform for to selling, renting or sharing board games.
- **UX analysis, optimization and market analysis** of COGUARD, a platform for price monitoring.
- **HTML, CSS, JavaScript and SQL** implementation of a **dynamic website** from IDM specifications.
- **Prototype** of an interactive yoga mat for reducing stress in ASD children and **implementation of the project website**.
- Development of **smart space games** in **Unity/C#** and creation of a **smart object using Arduino and sensors**.
- Implementation of a **system for recommending items** that are likely to suit the user's needs based on past data.
- Creation of Requirement Analysis and Specification Document (**RASD**) and of a Design Document (**DD**).

Mar. 2017 – Sep. 2019

BSc in Engineering of Computing Systems

92/110

Politecnico di Milano

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

RELEVANT PROJECTS:

- **C implementation of a system for monitoring relationships** between entities (e.g. people) that change over time.
- **Java implementation** of Adrenaline, a **board game** by Czech Games.
- **VHDL implementation** of an **Finite State Machine**.

TRAINING COURSES

Aug. 2020

Design Thinking & Scaling Services for Cities | *EIT Digital Summer School*

Intensive two-week program on designing innovative solutions for citizens and scaling up services in a sustainable way.

Oct. 2019 - Dec. 2019

Women mentoring | *Moviri*

Participation in Polimi's program created by a collaboration with Moviri and aimed at increasing soft skills and women's leadership in ICT.

Oct. 2019

Kick-Off Event | *EIT Digital*

All EIT Digital Master students gathered in Trento for a three-day event focused innovation and entrepreneurship.

SCHOLARSHIPS

EIT Digital Master School Scholarship 2020

The EU Merit nomination includes a half tuition fee waiver and a monthly allowance.

FOREIGN LANGUAGES

Italian: Native

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

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