



Valentina Coletti

Interaction Designer
Technical Project Manager



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Swiss
Unmarried
14.02.1987
Driving license B



Professional skills

UI/UX Prototype tools

InDesign, Illustrator, Axure,
Photoshop, Sketch, proto.io,
Balsamiq, Survey Monkey

Programming languages

HTML5, CSS3, Javascript,
jQuery, AngularJS, Java, C,
XML, languages scripts, Perl,
Python, C++, Qt, Swift

Others

MVC, Ergonomy, UCD,
Scrum, Trello, Git, Wordpress,
Ogre3D, Microsoft Office



Languages

English



French



Italian



German



Spanish



Work experiences

TECHNICAL PROJECT MANAGER

@Coteries SA, EPFL Innovation Park

JAN - MARCH 2016

Management of Planify project for four platforms (iOS, Android, CMS and website): dispatch tasks, planning and development focused on the evolution of the iOS.

SOFTWARE ENGINEER

@Coteries SA, EPFL Innovation Park

APR - DEC 2016

Development of a new iOS application (Planify app) in Swift Xcode, user interface conception for Planify CMS, mockup in proto.io and other projects.

DEVELOPER FRONT AND BACK-END

@Hydros Innovation SA, EPFL Innovation Park

FEB 2014 - FEB 2015

Development of a new user interface of a boat simulator in C++, Qt and Ogre3D: conception and implementation by using the principles and process of User-Centered Design (user research, prototyping and usability test) and backend development.



Education

MASTER IN COMPUTER SCIENCE (<http://mcs.unibnf.ch>)

@University of Neuchâtel and Fribourg

2011 - 2014

Master thesis: "T-UCD – An extensible tool for User-Centered Design Beginners and practitioners"

AUTHORISED ECDL TESTER CERTIFICATE

Syllabus Version 5.0

2012

BACHELOR IN COMPUTER SCIENCE AND MATHEMATIC

METHODS, ITALIAN AND FRENCH AS A FOREIGN LANGUAGE

@University of Lausanne

2006 - 2011



Interests

