

Education

Masters Degree cum laude in Visual and Multimedia Communication Design, IUAV University of Venice | Interaction design curriculum, thesis supervisors Gillian Crampton Smith and Philip Tabor [Venice, 2010 - 2013]

Visiting Student, MIT Senseable City Lab [Boston, Aug - Nov 2012]

/ **LIVE! Singapore** | Singapore-MIT Alliance for Research and Technology (SMART) [Boston 2012] Design of user interfaces for the visual representation and the interaction with urban data streams;

Bachelor Degree cum laude in Modern Literature, Università degli Studi di Padova [Padua, 2010]

High School Diploma in humanities, Lyceum Tito Livio [Padua, 2005]

Experience

Carlorattiassociati S.r.l. (interaction design team leader) [Turin, Sept 2014 - currently]

/ **Lift-Bit** | Triennale di Milano [Milan 2016]

Design and development of the Lift-Bit website and modular configurator software (Processing.js), study and simulation of possible configurations and controlling algorithms, motion graphics and editing of the Lift-Bit teaser video;

/ **Free Pixel** | Artemide [Milan 2014]

Project management, exhibit design, study and development of an algorithm for random pattern generation and positioning, copywriting;

/ **Future Food District** | Coop, EXPO [Milan 2015]

Concept design, mockup and motion graphics of interactive shelves and data visualization;

/ **Makr Shokr app** | Royal Caribbean [2014-currently]

UX, UI design, prototyping, development coordination and debugging;

/ **Makr Shokr data viz** | Royal Caribbean International [2014-2016]

UX, infographics design, development coordination and debugging;

/ **Makr Shokr data analytics dashboard** | Internal [2014-2016]

UI design, data mining, dashboard development in JAVA (Processing);

/ **Makr Shokr website** | Internal [2014-2016]

UI Design, development in Html, CSS, Javascript based on Wordpress CMS, video editing;

Hic Locative Media S.r.l. | Founder and CEO. (project management, product design, communication, business development, marketing) [Oct 2013 - Sept 2014]

TechPeaks - The People Accelerator | Selected participant in the 6-months international startup incubation and acceleration program [June - Dec 2013]

Lago Film Festival 2012 | Design and development of the official iOS application for Lago Film Festival [May - June 2012]

Adobe Systems Inc. | Design and development of the official iOS application for Adobe Design Achievement Awards 2012 [Dec 2011 - March 2012]

Indipendent game developer | Design and development of mobile games Blue Pond (iOS / Android) and Quantum Lake (iOS / Android) [2014-2016]

Freelance web designer | Concept and development of various brand graphic guidelines and websites [2010-2016]

Freelance videomaker | Concept and realisation of various web, TV advertisements and explainer videos [2011-2015]

Awards

Lucky Strike Talented Designer Award, winner of category 'Web, graphics and apps' with the project Terrarium - living maps [Bari, May 2014]

Interaction Awards, finalist in the 'Optimising' category, with the project Terrarium - living maps [Amsterdam, Feb 2014]

MIT Innovators Under 35 by MIT Technology Review Italy [Paua, May 2013]

Adobe Design Achievement Awards, finalist in the mobile design category, with the team project Whispering Reeds [Taipei, Oct 2011]

Talks

MapTime Milano [Milan, Jan 2017]

Wearable Tech Torino [Turin, Nov 2016]

Internet of Things @SUPSI [Manno, Sep 2015]

Mobility, Behaviours: Apps @Push [Palermo, Nov 2013]

OpenStreetMap Summit [Rovereto, Oct 2013]

Publications

Delta Landscape 2100 (contributor) - Professionaldreamers, Trento, 2012

Alberto Savinio and Cinema, an Ongoing Mythology - AAM · TAC Arts and Artifacts in Movie - Technology, Aesthetics, Communication - An International Journal, Fabrizio Serra Editore, Pisa - Roma, 2012

Write Not Die (co-author) - Cleup, Padova, 2011

Workshops

Machine learning for artists and designers [Milan, Nov 2016]

/ **Invisible Cities** | OpenDot [Milan, Nov 2016]

UX, map styling, web design

IDEO U - From ideas to action [Online, Oct 2016]

Mind the Bridge Startup School [San Francisco, Feb 2014]

Summer School Delta del Po [Taglio di Po, Aug 2011]

Filming and editing techniques [Padua, Dec 2008 - Feb 2009]

Film directing and screenwriting workshop [Padua, Jan - June 2008]

Language

Mother tongue **Italian**

Professional written and spoken **English** | IELTS Score 8.5/9

Technical Skills

Graphic / UI design (Sketch, Adobe InDesign, Photoshop, Illustrator)

Interactive prototyping (Invisionapp, Framer.js, Processing)

Data Visualization (Processing)

Physical prototyping (Arduino, basic electronics, laser-cut)

Web design (basic front-end development in HTML, CSS, Javascript)

Video making and editing (DSRL use, Final cut Pro)

Motion graphics (Apple Motion)