
LEONARDO AMICO

CONTACT

W.orgonomyproductions.info
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PROFILE

Designer & engineer with a focus
in digital interactive products.

WORK

JUNE 2015 – PRESENT

Creative technologist at Uniform, creative agency based
in Liverpool, UK.

Ideation, design and developement of client and research
based projects, with a strong focus in connected
products and interactive installations.

MARCH 2014 – MARCH 2015

Researcher in interactive applications for education
at the Department of Information Engineering (DEI),
Università degli studi di Padova, Italy.

Development & design of Parlaspesa, an iOS educational
app for teaching Italian language to pre-scholar pupils,
in collaboration with the Department of Psychology
of Development and Socialization of the University
of Padova; development of full-body motion tracking
software for Harmonic Walk, a research project about a
learning environment for teaching harmonic theory.

FEBRUARY 2013 – MARCH 2014

Interaction Designer at Fabrica, a multi-disciplinary
communication and design studio based in Treviso, Italy
and funded by the Benetton group.

Design & development of self-initiated and client
projects, consisting in interactive products prototypes
and interactive installations. I took part in all stages
stages of project's realization, from ideation to
design, to development to documentation, together with
product designers, graphic designers, video makers and
other interaction designers;

EDUCATION

SEPTEMBER 2009 – NOVEMBER 2012

Laurea Magistrale (MSc) in Electronic Engineering.
Università degli studi di Padova, Italy.
Universitat Pompeu Fabra, Barcellona, Spain.

SEPTEMBER 2005 – NOVEMBER 2008

Laurea Triennale (BSc) in Electronic Engineering.
Università degli studi di Bologna, Italy.

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HW & SW

ELECTRONICS PROTOTYPING

Advanced knowledge of Arduino and Arduino based boards and software; experience in IoT platforms such as Electric Imp, Particle and Arduino Yun; experience with embedded computing platform Raspberry Pi; good Knowledge of analog and digital electronics at university level education.

CREATIVE CODING

Advanced knowledge of OpenFrameworks;
good knowledge of Processing.

WEB

Good knowledge of modern languages and tools for front-end development. Grunt for task automation and code standardization, Bower for packet management and jQuery, Sass and Bootstrap for development; good knowledge of Google App Engine for Python for back-end development.

MOBILE

Good knowledge of iOS SDK.
Programming Languages:
C++, Objective C, Python, JavaScript, CSS, HTML.
Good knowledge of Git for software versioning.

EXHIBITIONS

- 2015. Cloning Objects - In No Particular Order
during Dutch Design Week, Eindhoven (Netherlands)
- 2015. Paper User Interfaces - Atelier Clerici
during Salone del Mobile, Milan (Italy)
- 2015. Hacking Households - Adhocracy, Athens (Greece)
- 2014. Hacking Households - BIO50, 24th Biennial
of Design, Ljubljana (Slovenia)
- 2011. Móvil 1 (Best emergent artist) -
Drap-Art 2011, Barcelona (Spain)