

Leonardo Amico
Designer & engineer
with a focus in digital
interactive products.

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Birth:

3-1-1987 S. Severino Marche
(MC), Italy.

Address:

Via Selva 2, 35135, Padova, Italy.

Work:

March 2014 – Current

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; my production work tasks consisted in curating the technological aspects of the project, covering both hardware and software.

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.

HW & SW:**Electronics Prototyping:**

Advanced knowledge of Arduino and Arduino based boards and software;
experience in IoT platforms such as Sparkcore, Arduino Yun and BERGCloud;
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 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)