
LEONARDO AMICO

CONTACT

W.orgonomyproductions.info
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PROFILE

Interaction Designer with a focus in products and experiences using emerging technologies.

WORK

JUNE 2015 – PRESENT

Creative Technologist at Uniform, innovation and design company based in Liverpool, UK.

As part of the company R&D team my role is to research, ideate and implement projects that bring together human behaviours and emerging technologies to deliver impactful innovation for the company and for its clients.

Clients I've worked for include BBC, Jaguar and Primark. Internal work have been featured in the BBC, Guardian, Creative Review.

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.

Ideation, design & development of self-initiated and client projects, consisting in smart product prototypes and interactive installation, in collaboration with product designers, graphic designers, video makers and other interaction designers;

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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 Electric Imp, Particle and Arduino Yun and MKR1000; 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, Sass, Bower); good knowledge of Express/Node.js and Python/Webapp2 for back-end development.

MOBILE

Good knowledge of iOS SDK.

GENERAL

Good knowledge of Git for software versioning.

EXHIBITIONS

- 2016. Solo - Digital Design Week at V&A, London (UK)
- 2016. Cloning Objects - XXI Triennale International Exhibition, Triennale Design Museum, Milan (Italy)
- 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)

