CURRICULUM VITAE

LEONARDO AMICO

CONTACT
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PROFILE

Interaction Designer and Creative Technologist 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 ideate, design and prototype physical & digital applications for emerging technologies, working in both commercial and research-based projects.

Clients I've worked with include BBC, Jaguar and Manchester City FC. Internal works have been featured in the BBC, Guardian, Design Week.

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-school 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 the research project Harmonic Walk, 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, under the direction of Dan Hill.

I worked on the ideation, design & development of self-initiated projects, consisting in smart product prototypes (IoT) and interactive installation.

Works have been published on Creative Applications, Icon, Dezeen.

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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TECHNOLOGY SKILLS

HARDWARE PROTOTYPING
Experienced: Arduino and Arduino based boards, IoT
       platform Particle, Raspberry Pi, analog and
       digital electronic circuits, cardboard modeling
Can do: Bluetooth prototyping with iOS app
Tried: Eagle PCB circuit design

CREATIVE CODING
Experienced: OpenFrameworks, Processing, P5.js
Can do: OpenCV C++, A-Frame, three.js, AR.js
Tried: D3, Vue.js

WEB TECHNOLOGIES
Experienced: front-end development (javascript, CSS3,
       Grunt, Webpack), Express/Node.js for back-end
Can do: MongoDb database, Redis database
       Python/Webapp2 for back-end, Electron, Wordpress
Tried: Chrome Extension development, Vue.js

MOBILE DEVELOPMENT
Can do: iOS development with Obj-C and Xcode

OTHERS
Experienced: Git for software versioning
Can do: Python scripting, 3D modeling with Rhino
Tried: Alexa Skills development, Machine Learning basic
       algorithms with Octave

DESIGN SKILLS

PROCESS
Experienced: design thinking methodology, plan and
       facilitate bespoke co-creation workshops
Tried: GV's Design Spring facilitation

UX
Experienced: storyboards, flowcharts, app/website
       wireframing using Adobe XD, app/website rapid
       prototyping using Invision, user testing
Can do: user interviews, iOS app prototyping with Xcode

EXHIBITIONS
2016. Solo - Digital Design Week at V&A, London (UK)
2015. Cloning Objects - Dutch Design Week, Eindhoven
(Netherlands)
2015. Paper User Interfaces - Atelier Clerici
       during Salone del Mobile, Milan (Italy)
2015. Hacking Households – Adhocracy, Athens (Greece)

PUBLICATIONS & TEXTS
2018. Japanese Notes on the Smart Home - Medium
2017. Beyond the Object: the Design of Smart Products -
       Preface to Smart Product Design, Sendpoint (China)
2017. Can We Still Trust Connected Objects - In Hacking
       Households, Z33(Belgium)
2016. Introducing Denti... - In Practices for a Healthy
       Internet of Things, Mozilla (Germany)

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