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LEONARDO AMICO

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CONTACT

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W.orgonomyproductions.info  
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T.+39-3899 1749 78

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PROFILE

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Designer & engineer with a focus  
in digital interactive products.

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WORK

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MARCH 2014 – PRESENT

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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.

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FEBRUARY 2013 – MARCH 2014

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Interaction Designer at Fabbrica, 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.

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EDUCATION

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SEPTEMBER 2009 – NOVEMBER 2012

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

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SEPTEMBER 2005 – NOVEMBER 2008

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

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HW & SW

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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.

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CREATIVE CODING

Advanced knowledge of OpenFrameworks;  
good knowledge of Processing.

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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.

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MOBILE

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

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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)