CURRICULUM VITAE

LEONARDO AMICO

CONTACT
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PROFILE

Interaction Designer with a focus in human-centered innovation.

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 Biennal
      of Design, Ljubljana (Slovenia)
2011. Móvil 1 (Best emergent artist) –
      Drap-Art 2011, Barcelona (Spain)