

# EDOARDO MUCELLI

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## Education

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### Politecnico di Milano

*Master of Science in Digital and Interaction design*

*Milan, Italy*

### University of Florence

*Bachelor of Science in Industrial design*

*Florence, Italy*

## Relevant Coursework

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|--------------------|-----------------------|----------------------------|---------------------------|
| • UX Design        | prototyping           | • Project management       | research and design       |
| • Human Computer   | • Digital prototyping | • Systems Programming      | • Qualitative research    |
| Interaction        | • UX for Artificial   | • Interactive experiences  | • Interactive experiences |
| • Physical Arduino | Intelligence          | • Design methodologies for | design                    |

## Experience

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### CUT - Circuito Urbano Temporaneo

*UX and web designer*

*Prato, Italy*

- Redesigned and managed the association's websites, ensuring an optimized user experience, clear content hierarchy, and a cohesive visual identity.
- Maintained and updated digital archives, improving accessibility and integrating new features to keep platforms up to date.
- Applied UX research and information architecture principles to enhance navigation, usability, and content organization.

### Politecnico di Milano

*UX Designer*

*Milan, Italy*

- Contributed to a comprehensive UX redesign of the University department's Exchange service, aiming to enhance the user experience across its key components: the website, tutor support, Instagram presence, and administrative office interactions.
- Conducted a UX audit of the website, identifying key areas for improvement in information architecture, usability, and content.
- Redesigned website information architecture, including site navigation, information retrieval, and cross-linking.
- Developed and implemented a peer meeting booking system, facilitating student access to exchange experience information. (Reached more than 25percent of outgoing students for more than 100 hours of tutoring).
- Improved website content through UX writing, enhancing clarity and user understanding.

### Luxottica/Meta and Politecnico di Milano

**NDA Project**

*Interaction Designer*

*Milan, Italy*

- Designed and developed innovative input and interaction solutions for advanced smart eyewear prototypes.
- Collaborated with EssilorLuxottica's Smart Eyewear Lab on ideation and concept development to enhance user experience.
- Focused on identifying new functionalities, interactions, and technologies for potential integration into R/D

## Workshops and relevant experiences

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### Interaction Design Workshop | *Interaction Designer*

**epfl+ecal lab**

- Explored the limitations of quantified self-tracking technologies and developed alternative approaches for representing subjective human experiences through storytelling, interaction analysis, and experimental design.
- Focused on designing with bias to create engaging, qualitative data interactions through concept design and prototyping.

### MSc - Digital Design and Interactive Technologies | *Exchange student*

**ITU Copenhagen, Denmark**

- Training in UX design for AI-infused products, including AI prototyping, heuristic evaluation, and simulation prototyping. Prof Jichen Zhu
- Training in interaction design with a critical design lens, utilizing web applications and embedded computing (Arduino) to explore and communicate complex concepts. Prof Anna Vallgård and Vasiliki Tsaknaki

## Skills and Courses

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**Courses:** Georgia tech: Human computer interaction, Behavioral design: Creating engaging products with behavioral science

**Skills:** Human-Computer Interaction, UX design, Interviews, Physical and digital experiences, UX research, Usability testing, VR/AR experiences, Agile development, Journey mapping, Smart wearables and IoT, Project management, Prototyping, Experience design, Space design, Interaction design, User testing, Interview design, Interview execution, Evaluative testing, Stakeholder facilitation.