Eleonora Toscano

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EXPERIENCE

Mar. 2021 – Sep. 2021

Developer and Interaction Designer (Intern) - Conversational Interfaces for Smart Home

Officine Edison Milano | Edison S.p.A.

TASKS:
- Design of a **conversational agent** for domotic control to support the elderly in the domestic environment.
- Mapping of **user needs** to **system requirements** and design of **interaction scenarios**.
- Development of a **ROS** (**Robot Operating System**) package that makes **API** calls to **Home Assistant**, a home automation software.
- **Integration** of the ROS package into **HARMONI**, a ROS based tool for creating and controlling human-robot interaction.
- **Amazon Lex Bot** creation and set up of the **interactions** using HARMONI.

EDUCATION

Sep. 2019 – Sep. 2021

Double degree MSc in Human Computer Interaction and Design and Innovation & Entrepreneurship

European Institute of Innovation & Technology | First year at Politecnico di Milano - Second year at Université Paris-Saclay

This MSc focuses on design and **evaluation of interactive systems** and a strong emphasis on **user-centred design** techniques.

RELEVANT PROJECTS:
- Development in **Unity/C#, Vuforia, Firebase** of a **Mixed Reality** educational tool (manipulation of physical and virtual items).
- Design and prototype - with **HTML, CSS, Node.js** - of a **bot** aimed at promoting engagement in remote meetings.
- Design on **Figma** of a **serious game** to alleviate neck fatigue in young adults based on **secondary research**.
- **Unity/C#, Vuforia, Android** implementation of an **AR application** for trading *Magic: the Gathering* cards.
- **Java Swing** implementation of a photo browser with drawing functionalities.
- Design and **prototype** with **Python** and **Dash** of a platform for to selling, renting or sharing board games.
- **User experience analysis** and **optimization** of COGUARD, a platform for price monitoring.
- **HTML, CSS, jQuery (JavaScript), REST APIs** and **SQL** implementation of a **dynamic website** from IDM specifications.
- Design of an interactive yoga mat for reducing stress in ASD children and implementation of the project **website**.
- Development of **smart space games** in **Unity/C#** and creation of a **smart object** using **Arduino and sensors**.
- Implementation of a **system for recommending items** that are likely to suit the user's needs based on past data.

RELEVANT COURSES:
- Advanced Programming of Interactive Systems
- Advanced User Interfaces
- Design of Interactive Systems
- Serious Games

Mar. 2017 – Sep. 2019

BSc in Engineering of Computing Systems (Ingegneria Informatica)   92/110

Politecnico di Milano

After changing my degree course, thanks to my dedication, I **graduated in just two years and a half** instead of three.

RELEVANT PROJECTS:
- **C implementation** of a **system for monitoring relationships** between entities (e.g. people) that change over time.
- **VHDL** implementation of an **Finite State Machine**.
- **Java implementation** of a board game: **system design, programming, testing and debugging**.

RELEVANT COURSES:
- Physics
- Software Engineering
- Algorithms and Principles of Computer Science

FOREIGN LANGUAGES

Italian: **Native**

English: **Professional**, both written and spoken English | 2019 - TOEIC grade 940/990