

# Eleonora Toscano

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## EXPERIENCE

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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

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Sep. 2019 – Sep. 2021

### Double degree master 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 master focuses on design and **evaluation of interactive systems** and a strong emphasis on **user-centred design** techniques.

#### RELEVANT PROJECTS:

- Development of a **Mixed Reality** educational tool (manipulation of physical and virtual items) in **Unity/C#**, **Vuforia**, **Firebase**.
- 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
- Design of Interactive Systems
- Advanced User Interfaces
- Serious Games

Mar. 2017 – Sep. 2019

### BSc in Engineering of Computing Systems

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

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**Italian:** Native

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

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