

Eleonora Toscano

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EXPERIENCE

Oct. 2021 – present

Front-End Developer and Accessibility Expert

Bitmama REPLY – Cross Channel UX Research & Design | Data Driven Design | Service Design | Inclusive Design & Accessibility

HTML5 — CSS/SCSS — JavaScript — Nunjucks — ThreeJS — React

Mar. 2021 – Sep. 2021

Developer and Interaction Designer (Intern)

Officine Edison Milano | Edison S.p.A.

Thesis project: *Socially Assistive Robot in Smart Spaces for Ambient Assisted Living*

EDUCATION

Sep. 2019 – Sep. 2021

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

110/110

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
- Design of Interactive Systems
- Advanced User Interfaces
- 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

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