

FABIANA FERRARA

SOFTWARE ENGINEER
UX & INTERACTION DESIGNER
ENGINEER

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ABOUT ME

I was born near the Amalfitan Coast, Italy, in 1995.

I have a Double Major in **Computer Science and Engineering** focused on **Human-Computer Interaction and Design** and a Minor in **ICT Innovation and Entrepreneurship**.

I'm an enthusiast for **Computational Interaction** topics, **UI/UX**, **Machine Learning**, **User Research**, **Information Visualization** and **Data Analysis**.

Hardworking and ambitious with a great interest for innovation and technology, **art** and drawing, my main incentive is using my technical know-how to benefit other people and organizations. I'm a **creative** with a talent for **lateral thinking** coming up with innovative solutions.

SOFT SKILLS

In business as in life, I strive to face events with a remarkable ability of **problem solving**, trying to optimise resources and collaboration. In **team-work** experiences, I can take the management of tasks to be performed. I know how to perfectly **coordinate** my colleagues according to different attitudes. I have great confidence with the different techniques such as **SCRUM**, **AGILE** and **DESIGN THINKING**, useful for developing an idea from a **brain-storming** first, then a prototype and finally a product/service.

PROFESSIONAL EXPERIENCE

NOV - actually
2021

HealthPalace s.r.l.

HCI Engineer: CheMangio, iOS/Android application developed by medical specialists that informs you what you can eat for the gastrointestinal disorders and diseases you suffer from.

MAR - MAY
2021

Internship - FifthIngenium s.r.l.

MSc THESIS PROJECT: MODELING AND AUTHORING XR APPLICATIONS. Conceptual and Technological tools.

NOV - JULY
2019

Internship Wemake Informatica s.r.l.

BCs THESIS PROJECT: Emotion Recognizer, iOS application for facial expression recognition and classification (ML, AR) on emotions.

QUALIFICATIONS

OCT 2021
2019

Aalto University, Helsinki (achieved in October 2021)

EIT DIGITAL MASTER SCHOOL JOINT DOUBLE DEGREE

MSc ICT INNOVATION (completely in English)

Human-Computer Interaction and Design track

Scholarship winner 2020 as Eu Excellence

SUMMER SCHOOL IN DESIGN THINKING AND SCALING SERVICES

FOR CITIES (completely in English)

2019 - 2021

Politecnico di Milano, Milan (achieved in October 2021) grade: 108/110 cum laude

EIT DIGITAL MASTER SCHOOL JOINT DOUBLE DEGREE

MSc Computer Science and Engineering (completely in English)

Human-Computer Interaction and Design track

Scholarship winner 2020 as Eu Excellence

2019

Copenhagen Institute of Interaction Design, Copenhagen

CIID SUMMER SCHOOL (completely in English)

Machine Learning for Interaction Design, Programming for Designers, Designing for Mobile Experiences

2017 - 2018

Apple Developer Academy, Naples

Coding, UI/UX Design and Business Development (completely in English)

Scholarship Winner

CISCO CCNA Routing and Switching course

2014 - 2019

Università degli Studi di Salerno, Salerno

BSc ENGINEERING OF COMPUTING SYSTEMS (INGEGNERIA INFORMATICA)

TECHNICAL SKILLS

PROGRAMMING LANGUAGES

C, Swift, Python

Java, Javascript

DOMAIN SPECIFIC LANGUAGES AND FRAMEWORK

Proficient: **SQL**, HTML/CSS, VHDL,

Matlab

Familiar: jQuery, bootstrap, php,

Processing

SOFTWARE

Proficient: **Git, XCode, Sketch, Adobe**

Xd, Principle, Figma, Miro, Slack

Familiar: Adobe Ps, Premiere, After

Effect

LANGUAGES

Italian: Mother Language

English: ETS TOEIC B2