Giorgia Giannico

617-751-9278 | giannicogiorgia@gmail.com | sites.google.com/view/giorgiagiannico-portfolio

EDUCATION

Tufts University, Medford, MA   Expected May 2026
Bachelor of Science in Computer Science and Bachelor of Fine Arts in Interdisciplinary arts
GPA: 3.8, Dean's List

Relevant classes: Data Structures, Web Programming & Engineering, Computer Graphics, Machine Structure and Assembly Language

St Louis School of Milan, IB Diploma, Milan, Italy   2019-2021
IBDP Score: 43/45

EXPERIENCE

Goodpath, Frontend Developer, Cambridge, MA   Jun 2023 – Present
- Designed an investor-facing website in Figma, showcasing Goodpath's innovative use of AI for integrative healthcare solutions
- Developed the website using React and Next.js, ensuring responsive design and optimal performance
- Collaborated with the product and leadership teams to translate business goals into a user-friendly digital experience
- Implemented modern UI components and design systems to maintain brand consistency and enhance user engagement

Tufts University, Teaching Assistant, Medford, MA   Sep 2023 – Present
- Teach a group of 15 students each week, enabling deeper understanding of static typing, type inference and functional programming languages like Scheme and Standard ML for the Tufts Programming Languages course
- Hold office hours to provide one-on-one support, answering questions and guiding students through complex concepts
- Grade 30 homework assignments each week, consistent understanding of course material

Monks, Motion Graphics & Editing Intern, Milan, Italy   Jun 2024 – Aug 2024
- Designed motion graphics and interactive designs using Adobe After Effects and Premiere Pro, aligning with UX principles to enhance viewer engagement
- Edited and produced 15+ short-form videos weekly for brand social media, improving audience retention and awareness
- Collaborated with a creative team to develop video interfaces with a user-centric approach

Prodesfin & Raiffeisen, UI/UX Developer, Milan, Italy (Remote)   Jan 2022 – Aug 2023
- Designed and implemented user-centric web interfaces using HTML, CSS, and JavaScript
- Developed interactive visualizations and graphs to simplify complex financial data for investors
- Collaborated with a team of developers to coordinate and connect front-end and back-end for optimal user experience

PROJECTS

Student Portal Redesign, Web Prototype using Figma   Jan 2025
- Conducted user testing to identify pain points and usability issues in the existing university portal
- Redesigned the portal using Figma, improving navigation, accessibility, and overall user experience
- Developed wireframes and prototypes, incorporating feedback from user research to refine the final design

Mapleworld Maze, Oculus Quest VR Application   Nov 2022
- Created an immersive and interactive VR videogame in Unity using terrain tools, 3D modeling and animating techniques and custom sound
- Created various scenes which can be accessed in the videogame by touching different action items using scripting
- Used scripting and Oculus Rift packages to export the videogame on any Oculus VR headset

SKILLS & INTERESTS

UI/UX: User Research, Wireframing, Prototyping, Usability Testing, Accessibility Design, Interaction Design
Front-End Development: React.js, JavaScript, HTML, CSS, RESTful APIs
Design & Tools: Figma, Sketch, Adobe XD, Adobe After Effects, Photoshop, Illustrator, Blender, Unity 3D
Additional technical skills: Git/GitHub, Version Control, Graphic Design, 3D animation
Languages: Italian (Native), English (Bilingual), Spanish (Advanced)
Interests: Social Chair of Tufts Equestrian Club, Photography, Reading, Yoga, Painting