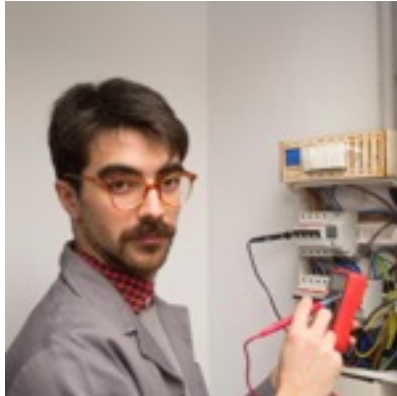


LORENZO ROMAGNOLI



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Profile

I'm an interaction designer working with digital media, interfaces and interactive technologies.

Technical skills combined with a spontaneous and creative attitude are what drive me to design meaningful experiences and products that communicate innovative ideas and reflect my vision of the world.

Design, for me, has to be explicit but not obvious. It has to trigger people to reflect about the nature of the product, its smartness and the balance between shape and interaction. It also has to allow the user to clearly understand the intentions of the design.

Every project I do I see as an opportunity to learn new things and improve my skills.

Confident of my analytical thinking and design research experience as well as my technical skills, I love to follow all the phases of the design process from the preliminary research and user investigation, to the prototyping and testing phase, always trying to iterate and improve the object of the design.

As passionate open source advocate, I love teaching and sharing my knowledge. I run workshops in maker spaces and Fablab; lately I've also gained international experience in teaching in several top level interaction design school in Europe.

Experience

Interaction designer @ Officine Arduino,

Torino September 2014 - now

Officine Arduino Is the Italian Hub of Arduino, a combination of Makerspace, Fablab and an Arduino "office" dedicated to further the development of the platform and open source hardware.

PROJECT: Casa Jasmina - The open source connected apartment- A HUB for user-centric research and experimentation on open design and IoT.

ROLE: As **project manager** and "**interaction design lead**" of project Casa Jasmina. I have been in charge of managing the day-to-day logistics of the apartment's development as well as finding things to hack, produce, and curate for the apartment.

 casajasmina.arduino.cc

PROJECT: Arduino Cloud - a new Arduino tool to build IoT products

ROLE: As **design lead** and **front-end developer** I curated and guided the full development of the platform, from initial research and sketching to the design and test of the interface.

 cloud.arduino.cc

Visiting professor @ SUPSI

(University of Applied Sciences and Arts of Italian Switzerland)

Lugano October 2015 - January 2016

Co-teacher of the module "designing advanced artefacts" during the Master program of "Advanced Studies in Interaction Design".

STUDENT ASSIGNMENT: "Design, prototype and communicate products that function as translators, that simplify and make the information they carry more engaging"

TOPICS OF THE COURSE: Idea generation, conceptualisation of future scenarios, sketching user experiences, experiential prototyping, concept testing and evaluation.

 www.supsi-transformers.com

Lugano October 2014 - January 2015

Co-teacher of the module “designing advanced artefacts” during the Master program of “Advanced Studies in Interaction Design”.

STUDENT ASSIGNMENT: “Design a connected product service system”

TOPICS OF THE COURSE: Idea generation, conceptualisation of future scenarios, sketching user experiences, experiential prototyping, concept testing and evaluation.

Lecturer @ POLITO DESIGN WORKSHOP

Torino February 2016

Curator and tutor of “HOST: designing connected experiences” workshop.

STUDENT ASSIGNMENT: “Design a new product/service/experience for guests or hosts of the home of the future”

TOPICS OF THE COURSE: Idea generation, Vision in Product Design, sketching user experiences, experiential prototyping, programming, physical computing, digital fabrication.

 **Course slides**

Visiting professor @ CIID

(Copenhagen Institute of Interaction Design)

Copenhagen March 2015

Co-teacher of the module “physical computing”

STUDENT ASSIGNMENT: “Design an interactive object that explains a physical phenomena”

TOPICS OF THE COURSE: Idea generation, exhibit design, sketching user experiences, experiential prototyping, programming, physical computing.

 **<http://ciid.dk/education/portfolio/idp15/courses/physical-computing/>**

Student assistant, minor in interactive environment @ TU Delft,

Delft, NL September 2013 - February 2014

The minor of Interactive Environments runs for a semester every year and involves students from several faculties of the TU Delft. The aim of the course is to develop skills in designing interactive environments with special attention to the user experience. This year the course runs in collaboration with the oncology research institute Princess Maxima, which is specialised in hospitalisation of kids affected by cancer. The goal of the project is to address “presence”, how to increase the feeling of connectedness for the kids that are hospitalised, but also support the other stakeholders involved.

Technology expert, 2013 International Embodied and interactive design workshop,

Beijing University of Technology, CHINA July 2013

In line with how interaction design is taught in Delft, a two weeks workshop has been organised in Beijing. 30 design student from different universities took part in the workshop.

Student assistant, course Interactive Technology Design @ TU Delft,

Delft, NL February 2013 - July 2013

The ITD course requires students to develop an interactive product through a series of iterations and prototype testing, in order to satisfy the needs of their clients. Companies therefore work in partnership with the faculty of Industrial Design Engineering to give the students an initial brief and feedback during the six months of the project.

As an assistant my main task was to give students technical support, helping them with programming and hardware electronics. This gave me the possibility to gain a very diversified knowledge since each project presented different challenges to solve in terms of embodiment and programming and each one therefore needed a different approach to develop solutions. Overall this experience increased my flexibility in terms of design thinking.

Web and software developer, Arduino

Turin, ITA, October 2011 - February 2012

While Arduino was about to open a new headquarter in Turin I have been working on several projects ranging from the design and development of the new homepage of the web store, the testing of new products and the development of a software for the creation of barcodes for Arduino products

Founder, Fablab Torino

Turin, ITA, October 2011 - February 2012

After the success of Fablab Italia, I worked in the team lead by Davide Gomba and Massimo Banzi to open a new Fablab based in Turin.

Factotum, Fablab Italia

Turin, ITA, April 2011 - November 2012

As part of the "Esperienza Italia 150 years" exhibition in Turin, Wired Magazine Italy suggested to both portrait Arduino as an innovative product coming from Italy as well as opening the first FabLab in Italy. The FabLab was located inside the exhibition space and ran for 9 months.

Fablab Italia has been the first active Fablab in Italy and its main role was to promote the digital fabrication, open source and maker culture in Italy. Fablab Italia is a project by Massimo Banzi.

In the Fablab I had the opportunity to develop my teaching skills. I organised events and gave workshops, I trained and assisted people to use 3d printers and laser-cutting machines and I set up several communication and design projects that explored digital fabrication.

Trainee, Todo

Turin, ITA, January 2011 - April 2011

PROJECT: **Media Design for the exhibition "La moneta dell'Italia unita: dalla lira all'euro"** ("The currency of united Italy: from lira to euro")

ROLE: Planning assistant and support to the Content Management; arrangement of historical material from the Bank archives.

PROJECT: **Chinagram iPad application** The application retraces the evolution of Chinese writing, disclosing its logic and beauty, symbol by symbol.

ROLE: Research and analysis activity in order to create a record of contacts for the application release; Strategic planning assistant for online communication/social media activities; Planning and reporting of debugging actions for Beta and Alpha release, Javascript e CSS implementation for the application website.

Trainee, yet|matilde

Turin, ITA, March 2010 - May 2010

PROJECT: **Fame Workshop**: One-week workshop for design students organised by Labora association in collaboration with other studios (idLab, Todo, Bellissimo, UnDesign, magma, yet-matilde) in Turin.

ROLE: Planning assistant and support to the Content Management; arrangement of historical material from the Bank archives.

PROJECT: **3D interactive video mapping**: A research into the technical possibilities for an interactive audiovisual performance.

ROLE: Software development and prototyping.

Education

Master of Science, Design for interaction

Graduated cum Laude

Thesis Title : "TINK: sketching user experiences of connected objects"

Technical University of Delft (NL), February 2012 - July 2014

Bachelor of Science, Cinema and new media engineering

Politecnico di Torino (ITA), 2007 -2010

Thesis Title : "Interactive video mapping"

Skills

The knowledge gained during my bachelor in cinema and new media engineering, combined with my design education give me a varied skill set that I benefit from during every phase of the design process: from research and conceptualisation to the detailing, prototyping, representation and communication.

Technical skills and competences: Electronics, 3d printing, laser-cutting, milling and lathe (CNC and manual), 3d modelling, graphic design, PCB design and fabrication

Programming skills: Java, JSP, Python, Javascript, Sql, Html, Arduino, Processing, OpenFramework, Max Msp, Blender game engine, AngularJS,

I am good at working individually, but I am also convinced of the added value of working in a team by reaching a higher level of quality through combining expertise.

Love cooking!

Languages

Italian: mother tongue

English: fluent, high level

German: basic