Miriam Punzi

XR Software Engineer

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Experience

XR Software Engineer @ TXT E-Tech

October 2022 - Present | Milan, Italy

- Developing new features for the Pacelab WEAVR XR training platform
- Creating AR and VR training procedures and simulations for the Aerospace & Defense division

Research Assistant @ EventLab

April 2022 - September 2022 | Barcelona, Spain

- Created in C# randomised concert scenarios with Unity & Visual Studio, and trained a neural network for Semantic Segmentation through Deep Learning

UX Researcher & VR Programmer @ LISN

April 2021 - August 2021 | Paris, France

- Did the internship for my master's thesis "Nonverbal Behavior Reinforcement in Virtual Reality"

VR Programmer @ MadHCILab

February 2020 - March 2020 | Madrid, Spain

- Participated in the development of a project for a driving school that simulates car accidents in VR in the context of distracted driving using Unity & Visual Studio

Web Developer @ Eni Versalis

June 2015 | Mantova, Italy

- Programmed a web tool in HTML and Javascript for value conversion and pipe sizing for an industrial chemical plant

Waitress & bartender | Volunteering at local fair

August 2009 - August 2019 | Mantova, Italy

Camp Leader | Volunteering experience

June 2010 - June 2015 | Mantova, Italy

Skills

- **Programming**: C#, C++, Java, HTML, CSS, Javascript, SQL, PHP, Python
- **Software**: Unity, Visual Studio, Android Studio, Matlab, Microsoft Office, Adobe Premiere
- **Design**: Figma, Sketch, Adobe XD, Balsamiq
- **Collaboration**: Git, Glitch, Miro
- **Research**: Usability Testing, Design Thinking, Accessibility, Personas, Interviews
- **Business**: Business Modelling, Innovation Development and Management, Pitching
- **Soft**: Teamwork, Well-Organized, Flexible, Creative, Curious

Publications

Punzi, M., Ladeveze, N., Nguyen, H., Ravenet, B., ImCasting: Nonverbal Behaviour Reinforcement Learning of Virtual Humans through Adaptive Immersive Game

ACM IUI 2022; MARCH 22-25, 2022, Helsinki

Education

Dual M.Sc. in Human-Computer Interaction & Design
@ Université Paris-Saclay, EIT Digital Master School

September 2020 - September 2021 | Paris, France

16.64/20 GPA

Dual M.Sc. in Human-Computer Interaction & Design
@ Universidad Politécnica de Madrid, EIT Digital Master School

September 2019 - June 2020 | Madrid, Spain

Bachelor Degree in Computer Science @ Università di Trento

September 2016 - June 2019 | Trento, Italy

110/110 GPA

High School Diploma in Computer Science @ ITIS Enrico Fermi

September 2016 - June 2019 | Mantova, Italy

95/100 GPA

Fifth-year Conservatory Diploma in Piano
@ Conservatorio di Mantova

November 2008 - September 2013 | Mantova, Italy

Awards & Activities

Global Game Jam 2024 - Theme: "Make me Laugh"

26 January 2024 - 28 January 2024 | Milan, Italy

- Designed and developed Racoomba!, a 3D game in Unity starring 3 raccoons who have to scrape items from a house, taking care to avoid the Roomba killers

Conférence Nationale en Intelligence Artificielle (Jeux et I.A)

28 June 2021 | Bordeaux, France

- Selected to present at the conference my Master's Thesis "Nonverbal Behavior Reinforcement in Virtual Reality"

Design Thinking and Scaling Services for Cities @ EIT Digital Summer School programme

2 August 2020 - 15 August 2020 | Aalto University in Helsinki, Finland

- Won first place with the entrepreneurial idea "Espoora", a platform for publishing and managing events in Espoo, Finland.

Googe Hashcode Challenge

- In 2020: my team "GofioPowder" placed 317th in Spain
- In 2019: my team "Trashcode" placed 37th in Italy

EIT Digital Master School Scholarship Recipient

September 2019 - September 2021

Languages

- **Italian**: Native
- **English**: Advanced
- **Spanish**: Advanced
- **French**: Elementary

Hobbies

Travel, piano, gaming, jogging, swimming, video making, cooking