

Miriam Punzi

Software Engineer

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📍 Milan, Italy

💻 miriampunzi.com

🐙 github.com/miriampunzi

Working Experience



Software Engineer @ [TXT e-solutions](#)

Oct 2022 - current | Milan, Italy

I am creating Augmented and Virtual Reality training procedures and simulations for the Aerospace & Defense division.



Research Assistant in VR @ [EventLab](#)

Apr 2022 - Sep 2022 | Barcelona, Spain

I created by C# randomized concert scenarios with Unity & Visual Studio, and trained a neural network for Semantic Segmentation through Deep Learning



UX Researcher & VR Programmer @ [LISN](#)

Apr 2021 - Aug 2021 | Paris, France

I did the internship for my master thesis "Nonverbal Behavior Reinforcement in Virtual Reality"



VR Programmer @ [MadHCILab](#)

Feb 2020 - Mar 2020 | Madrid, Spain

I 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](#)

Jun 2015 | Mantova, Italy

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

Waitress & bartender

Volunteering in [local fair](#)
Aug, 2009 - 2019

Camp Leader

Volunteering experience
Jun, 2010 - 2015

Other Experiences

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

28 Jun 2021 | Bordeaux, France

I was selected to present at the [conference](#) my Master Thesis "Nonverbal Behavior Reinforcement in Virtual Reality"

Design Thinking and Scaling Services for Cities

[EIT Digital Summer School programme](#)

2-15 Aug 2020 | Aalto University, Helsinki

🏆 My team won first place with the entrepreneurial idea "Espoora", a platform for publishing and managing events in the city of Espoo, Finland.

#Google Hashcode

🏆 [2019: my team "Trashcode" placed 37th in Italy](#)

🏆 [2020: my team "GofioPowder" placed 317th in Spain](#)

Interests

Travel, piano, jogging, swimming, cuisine, video making

Education



Double Master Degree @ [EIT Digital Master School](#) in Human-Computer Interaction & Design

• [Université Paris-Saclay](#)

Sep 2020 - Sep 2021 | Paris, France

• [Universidad Politécnica de Madrid](#)

Sep 2019 - Jun 2020 | Madrid, Spain

🏆 16.64/20



Bachelor Degree in Computer Science

[Università degli studi di Trento](#)

Sep 2016 - Jun 2019 | Trento, Italy

🏆 110/110



High School Diploma in Computer Science

[ITIS Enrico Fermi di Mantova](#)

Sep 2011 - Jun 2016 | Mantova, Italy

🏆 95/100



Fifth-year Conservatory Diploma in Piano

[Conservatorio di Mantova](#)

Nov 2008 - Sep 2013 | Mantova, Italy

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

Skills

Technical

- Languages: C, C++, C#, Java, Javascript, HTML, CSS, XML, SQL, PHP, Python
- SW: Unity, Visual Studio, Android Studio, Figma, Blender, Matlab, Microsoft Office
- Collaboration: Git, Glitch, Miro

Design

Active listener, critical thinking, user-centred design, accessibility, usability testing, user research

Business

Business modelling and strategy, innovation development and management, pitching

Soft

Teamwork, collaborative problem solving, well-organized, flexible, positive attitude, creative, curious

Languages

🇮🇹 Italian: native
🇬🇧 English: C1
🇪🇸 Spanish: B2-C1
🇫🇷 French: A1