

Miriam Punzi

XR Software Engineer

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Experience

XR Software Engineer at [TXT E-Tech](#)

October 2022 - Present | Milan, Italy

- Leading the design and development of a firefighting course in VR
- Developing new features and improving the UX of the [Pacelab WEAVR](#) XR training platform
- Creating AR and VR training procedures and simulations for the Aerospace & Defense division

Research Assistant at [EventLab](#)

April 2022 - September 2022 | Barcelona, Spain

- Created randomised concert scenarios with Unity & C#, and trained a neural network for Semantic Segmentation through Deep Learning with Matlab
- Investigated how to improve the UX of a [rock concert scenario](#) focusing on audience plausibility

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

April 2021 - August 2021 | Paris, France

- Did the internship for my master's thesis "[Nonverbal Behavior Reinforcement in Virtual Reality](#)"

VR Programmer at [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 & C#

Web Developer at [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 experience

August 2009 - August 2019 | Mantova, Italy

Camp Leader - volunteering experience

June 2010 - June 2015 | Mantova, Italy

Skills

- Technology:** C#, C++, Java, HTML, CSS, Angular, A-Frame, JavaScript, SQL, PHP, Python, Arduino
- Tools:** Unity, Visual Studio, Android Studio, Pytorch, Matlab, Microsoft Office, Adobe Premiere, Gimp, Git
- Design:** Figma, Sketch, Adobe XD, Balsamiq, Canva
- Research:** Usability Testing, Design Thinking, Accessibility, Personas, Interviews
- Business:** Business Modelling, Innovation Development & Management, Pitching
- Soft:** Teamwork, Well-Organized, Flexible, Creative, Curious, Technical Leadership, Design Leadership

Education

Dual M.Sc. in Human-Computer Interaction & Design at [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 at [Universidad Politécnica de Madrid](#), [EIT Digital Master School](#)

September 2019 - June 2020 | Madrid, Spain

Bachelor's Degree in Computer Science at [Università di Trento](#)

September 2016 - June 2019 | Trento, Italy

110/110 GPA

High School Diploma in Computer Science at [ITIS Enrico Fermi](#)

September 2016 - June 2019 | Mantova, Italy

95/100 GPA

Fifth-year Conservatory Diploma in Piano at [Conservatorio di Mantova](#)

November 2008 - September 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

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 at [EIT Digital Summer School program](#)

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

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

EIT Digital Master School Scholarship Recipient

September 2019 - September 2021

Languages

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

Hobbies

Traveling, playing piano, playing drums, gaming, jogging, swimming, cooking, video making