

Miriam Punzi

Designer & Developer

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Experience

🖥 UX/UI Designer & Unity Developer | Vection Technologies

August 2024 - Present | Bologna, Italy

- Redesigning core company products from scratch (new design system + color palette) with Figma
- Designing a cross-platform floorplanning system (web app, and VR experience), defining user flows and the design system, and guiding developers through implementation
- Standardizing design systems and user flows across multiple company products
- Implementing proposed solutions using Unity and C#
- Leading a small team of UX/UI designers (2 interns)

🖥 XR Software Engineer | TXT E-Tech

October 2022 - July 2024 | Milan, Italy

- Directed the design of a firefighting course in VR
- Improved the UX and implemented new features for the Pancelab WEAVR XR training platform
- Developed AR/VR/MR training procedures and simulations

🖥 Research Assistant | EventLab

April 2022 - September 2022 | Barcelona, Spain

- Developed randomized concert scenarios using Unity and C#, and trained a neural network for semantic segmentation through deep learning techniques
- Researched methods to enhance the UX of a rock concert scenario, with a focus on audience plausibility

🖥 UX Research Intern | LISN

April 2021 - August 2021 | Paris, France

- Completed an internship as part of my master's thesis titled "Nonverbal Behavior Reinforcement in Virtual Reality"

🖥 Web Developer | Eni Versalis

June 2015 | Mantova, Italy

- Developed a web tool using HTML and JavaScript for value conversion and pipe sizing in an industrial chemical plant

🍷 Waitress & bartender (volunteering experience)

August 2009 - August 2019 | Mantova, Italy

🏕 Camp Leader (volunteering experience)

June 2010 - June 2015 | Mantova, Italy

Awards & Activities

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

28 June 2021 | Bordeaux, France

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

EIT Digital Master School Scholarship Recipient

September 2019 - September 2021

Education

🎓 Dual M.Sc. in Human-Computer Interaction & Design Université Paris-Saclay

September 2020 - September 2021 | Paris, France

16.64/20 GPA

🎓 Dual M.Sc. in Human-Computer Interaction & Design Universidad Politécnica de Madrid

September 2019 - June 2020 | Madrid, Spain

🎓 Bachelor's 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 2011 - June 2016 | Mantova, Italy

95/100 GPA

🎹 Fifth-year Conservatory Diploma in Piano 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

Skills

Tools

Figma, Sketch, Adobe XD, Unity,
Visual Studio, Android Studio,
Microsoft Office, Adobe
Premiere, Gimp, Git

Technology

C#, C++, Java, HTML, CSS,
Angular, JavaScript, SQL, PHP

XR hardware

Oculus Quest, VIVE XR, HTC
Vive, Hololens, Magic Leap,
WEART haptic sensors, motion
capture suit, tracking sensors

Design & Research

Wireframing & Prototyping,
Usability Testing, Design
Thinking, Accessibility,
Personas, Interviews

Soft

Teamwork, Well-Organized,
Flexible, Creative, Curious,
Technical Leadership, Design
Leadership

Languages

🇮🇹 Italian: Native
🇬🇧 English: Advanced
🇪🇸 Spanish: Advanced
🇫🇷 French: Elementary

Interests

Traveling, playing piano, swimming, cooking, video making