Francesca Madeddu

Full Stack Developer - UX Designer

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I am a full stack developer with a deep knowledge and interest in HCI. I consider curiosity, autonomy and the ability to learn quickly my strengths.

Publications

Extended Abstract

Title **CGVC 2015**, *Francesca Madeddu, Daniel Archambault and Rita Borgo*, User-defined gestures for Augmented Reality with Smart Phones.
UCL, London

Awards

2015 **Best Performance in the Advanced MSc**, *Swansea University*, Swansea.

2014 **Access To Master Scholarship**, *Swansea University*, Swansea.

Work Experience

2016-Present **Software Engineer**, CafeX Communication, Cardiff.
Full-stack Developer.

- Duties: software development, testing, UX/UI design.
- Technologies: Java, HTML, CSS, JavaScript, jQuery, JSP, JSF, AngularJS, SQL, Gradle.

2015 **MSc Thesis Intern**, Leadin UK, Swansea.
Developing of an augmented reality mobile application for museums contexts.

- Duties: application development, usability testing, qualitative and quantitative research, field studies, lab studies, prototyping.
- Technologies: Unity3D, C#.

2013–2014 **System Integrator**, Abinsula SRL, Turin.
System Integrator of embedded systems for automotive and infotainment.

- Duties: creation of a framework for the automatisation of the integration process; quality and consistency check on the integrated code; integration plan management.
- Technologies: Fado, Linux, C, Bash, Python, Git.

2013–2014 **Usability Tester**, Abinsula SRL, Turin.
Evaluation of HMI for automotive and infotainment.

- Duties: evaluation of HMI; implementation of new design guidelines.

2013 **Web Developer**, RA-COMPUTER, Milan.
Web developer for financial services with a model driven development approach.

- Duties: requisite gathering interfacing with function analyst; development of new functionalities; bug fixing.
- Technologies: Java, WebML, HTML, CSS, JavaScript, jQuery, SQL, SVN.

2012–2013 **BSc Thesis Intern**, RA-COMPUTER, Milan.
Development of an automated technology for the modernisation of legacy systems.

Education

MSc **Advanced Computer Science with HCI specialization**, *Distinction, Swansea University*, Wales.

MSc Thesis, *Mobile Egypt: Investigating Mobile Augmented Reality in Museums*, Design, development and evaluation of a fully working augmented reality game for smartphones in museum context.

BSc **Digital Communication**, *First Class Hons, Universita' degli Studi di Milano*, Italy.

BSc Thesis, *Modernization of Legacy Systems*, Development of a framework for an automated modernisation of legacy financial systems.

IT skills

Advanced JAVA, HTML, CSS, JavaScript, JQuery,Android, GIT, Unity3D, Vuforia.
Intermediate C, C++, C#, PYTHON, BASH, PHP, SQL, LaTeX, SVN, Arduino, Phidget, Unix.
Basic Adobe Illustrator, Adobe Photoshop, Axure, Balsamiq, Processing, Matlab.

HCI skills

Advanced Usability Testing, Heuristic Evaluation, Cognitive Walkthrough, Quantitative Analysis
Intermediate Cognitive Psychology, Qualitative Analysis, Mobile Interaction, Interview, Questionnaire, Observation, Prototyping
Basic Scenarios, Personas

Communication Skills

2015 Oral presentation at CGVC 2015, UCL of the accepted extended abstract *User-defined gestures for Augmented Reality with Smart Phones*

2015 Oral presentation at the Swansea University on *Cognitive Aspects of HCI*

Languages

Italian **Mothertongue**
English **Fluent** *7.0 SWELT*

Interests

- Running, Swimming, Tennis, Sailing   - Piano, Live Music
- Photography   - Travelling