

ORIANA ARNONE

Product, Digital and Interaction Designer.

Download my portfolio at: http://orianarnone.com/files/Oriana-Arnone Portfolio2020.pdf

CONTACT

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ABOUT ME

I always follow the "keep it simple rule" because I like clear, appealing and functional design. My motto is: Never stop learning. Curiosity is a must-have.

LANGUAGES

Italian: Native

English B2: TOEIC certification 920/990

Advanced in: Illustrator, Adobe XD,

TECHNICAL SKILLS

Indesign, PowerPoint, Word

Very good in: Inventor, Dimension, Keyshot, 3D printing, RepetierHost, Slic3r

Good in: Photoshop, Dreamweaver, Arduino, Bootstrap, HTML, CSS

Basic in: Premiere Pro, After Effect, Javascript, Wordpress, Unity

SOFT SKILLS

- Good communication skills
- Highly organized and efficient
- Ability to work independently
- Ability to work as a part of a team
- Great complex problem solving ability
- Good ability of critical thinking
- Good ability of decision making
- Flexibility and creativity

EXPERIENCES

App Quality March 2019 - Now

Work as UX-UI tester and bug finder.

I mostly test the usability of given websites and applications. In the last month, I did usability tests of apps like Esselunga a casa, Intesa San paolo app banking and Spere VR app.

Banca Mediolanum for Polimi February 2020

Workshop: Designing a new service for gen z and millennials.

In this workshop I learned how to work with a company like Banca Mediolanum, people's problems with money management and how to create an app to change people's behaviors.

Politecnico di Milano November 2019

Bestr certification in UCD interactive techs, participatory design, empirical studies.

I learn how to conduct Empirical Studies in a correct scientific way using the right method and a little bit of statistics

Arrital for Polimi June 2018

Workshop: design an ux for millennials.

I redesigned the Arrital showroom in order to offer an experience around the kitchen to friends or for company's team building activities (following the Masterchef trend).

EDUCATION

Politecnico di Milano September 2018 - Now

Master in Digital and Interaction Design (in English).

I learned that every project has to be guided by usability. I know how to analyze websites and apps, understand the architecture and redesign Ux and UI.

I know how to conduct a UCD project from the research (observation, shadowing, questionnaires, interviews, digital ethnography) to the ideation (How might we questions, Crazy 8) and presentation (Storytelling, Storyboard, paper prototypes, Adobe XD, Arduino, Unity, App Inventor, HTML, CSS).

I learned some service design tools as Customer Journey map, Experience Map, Business Model Canvas, System maps.

I have also a basic knowledge of brand design.

Politecnico di Milano October 2015 – July 2018

Bachelor's degree in Industrial Product Design.

I learned the basics of design thinking, user-centered design and the double diamond approach. I focused mostly on IoT (Internet of Things), Smart products and Product-system, Usability and Ergonomics. I learned different ways of prototyping using different materials. I also have a 3D printer in my home.

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