Oriana Arnone

UX - UI, digital and interaction designer

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Linkedin: Oriana Arnone

Work experiences

september 2020- march 2021
Digital Analyst Junior
Intesa Sanpaolo

may 2020- june 2020
UCD researcher and UX designer
Gruppo mediaset

march 2019- now
UX and UI tester
App Quality

Workshops

february 2020
Design a new bank experience for millennials
Banca Mediolanum

june 2018
Design an interactive space for new generations
Arrital

Certificates

november 2020- january 2021
Machine Learning - ID: Coursera EY7Y5A3YC9ZU
Stanford University

november 2019
User Centered Design interactive technologies
Bestr certification - Politecnico di Milano

Education

september 2018- april 2021
Master's of science in Digital and Interaction Design
Politecnico di Milano

october 2015- july 2018
Bachelor degree in Product Design
Politecnico di Milano

september 2010- july 2015
Math and Science high school diploma
Liceo Scientifico Niccolò Machiavelli

Soft skills

Good written and spoken **communication** skills in Italian and in English.

Highly **organized** and efficient

Ability to work independently or as a part of a multidisciplinary **team**

Great complex **problem solving** ability learned working in Intesa SanPaolo

Ability of **critical thinking** and **decision making**

Flexibility and **Creativity**

Ability to **relate with colleagues** in the office learned working in the Intesa Sanpaolo headquarter
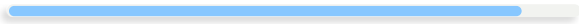
Hard skills

Wireframe and UX-UI prototypes
Adobe XD - Sketch

Insights analysis: Customer journey maps, mind maps
Miro - Figma

Presentations and Illustrations
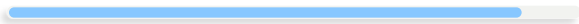Illustrator - Sketch - keynote - Powerpoint

Photo and video editing
Photoshop - Premier Rush

Editorial and writing
Adobe Indesign - Word

Web design
HTML - CSS

Implementation
Unity - Arduino - Processing

3D models- 3D printing
Inventor - Adobe Dimensions - Keyshot - Slic3r

Languages

Italian: mother tongue

English B2: TOEIC certification - score 920/990

Scientific Pubblications

2020 - Smart buckets: an interactive interface enabling sensory integration

Authors: Oriana Arnone, Valerio Colombo, Giulia Cosentino, Fabiano Ricciardi, Eleonora Beccaluva, Franca Garzotto

In this multidisciplinary project I worked with computer scientists, psycologists and sociologists. I was the expert in Design, I did a user center reseach, I framed the problem, I ideated the immersive and multisensorial activity. I designed and prototyped the smart objects and the tablet interface. I contributed in the implementation phase. Me and Valerio presented the paper at the 2020 IDC conference.

Interests and hobbies

I like clear, appealing and functional design. I like design and prototype websites and mobile apps.
I'm an Apple lover, a cat person and I'm a runner.