

Maurizio Caon

Postdoctoral Researcher in HCI at University of Applied Sciences Western Switzerland
therealka0tik0@hotmail.it

Résumé

Specialties: Human-Computer Interaction (HCI). User Experience. Gamification. Natural User Interfaces (NUI). Gesture and Activity Recognition. Context Awareness. Applied Machine Learning. Automotive.

Expérience

Director of Design and Innovation , HumanTech Institute

January 2015 - Present (1 year)

Postdoctoral Researcher in HCI , University of Applied Sciences Western Switzerland

October 2014 - Present (1 year 3 months)

TEDx Speaker coach , TEDxMartigny

January 2014 - Present (2 years)

DIVA fellow , University of Fribourg

May 2010 - Present (5 years 8 months)

<http://diuf.unifr.ch/main/diva/>

Press and International Relationship Manager , XtremeHardware.it

October 2010 - December 2014 (4 years 3 months)

Hardware reviewer , XtremeHardware.it

January 2007 - December 2014 (8 years)

Ph.D. Student , University of Bedfordshire

July 2010 - October 2014 (4 years 4 months)

Researcher in Human-Computer Interaction , EIA-FR

May 2010 - October 2014 (4 years 6 months)

Marketing Manager in Europe , Lamptron

April 2011 - March 2014 (3 years)

IMS applications architect (internship) , EIA-FR

October 2009 - May 2010 (8 months)

Erasmus programme

Expériences de volontariat

Speaker coach , TEDxMartigny

January 2014 - Present (2 years)

Projets

Pegaso - Fit For Future

décembre 2013 à Poste actuel

Members: Maurizio Caon, Cesare Delaini, Massimiliano Cazzaniga, Sara Anzivino, Luca Bianchi, Renata Maria Guarneri

Challenging teen-agers in their own fields and areas of interest, PEGASO – Fit 4 Future - aims at promoting a sustainable change towards healthy lifestyles, with an holistic and multidisciplinary approach. Pivotal elements of the PEGASO strategy are: developing self-awareness, enhancing and sustaining motivation, promoting behavioural change towards a healthy lifestyle. On the technology level, PEGASO is a multi-dimensional and cross-disciplinary ICT-based system that exploiting sophisticated and engaging game mechanics will motivate behavioural changes towards healthy lifestyles thus preventing overweight and obesity in the younger population. The framework of PEGASO is developed along three main dimensions: Individual & Environmental Monitoring – a high level-monitoring platform including wearable sensors, mobile phone as well as multimedia diaries for the acquisition of physical, behavioural and emotional attitude of adolescent. Feedback System - providing feedback in terms of "health status" changes, required actions to undertake and so on, proposing personalized healthy options for alternative lifestyles. Social connectivity and engagement - addressing social networking strategies for users to share experiences in a community of peers through different gaming strategies.

Certifications

Gamification

Coursera Verified Certificates License BWXXZC7BX2 April 2014

Compétences et expertise

Java

HTML

Gesture Recognition

NUI

HCI

context awareness

Matlab

XML

C#

C

SQL

J2EE
JPEG
Programming
Linux
Windows
UML
Eclipse
Visual Studio
.NET
Research
Microsoft Office
Android
Engineering
Problem Solving
activity recognition
C++
Java Enterprise Edition
Computer Vision
Human Computer Interaction
Algorithms
Machine Learning
Software Engineering
Artificial Intelligence
LaTeX
Computer Science
Image Processing

Langues

English	(Full professional proficiency)
Italian	(Native or bilingual proficiency)
French	(Full professional proficiency)

Formation

Università degli Studi di Perugia
2004 - 2010
University of Bedfordshire
Université de Fribourg/Universität Freiburg

Centres d'intérêt

Photography, Hardware and Technology, Movies, Fencing

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[Prenez contact avec Maurizio sur LinkedIn](#)