

Miriam Punzi





Designer & Developer

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Experience

-  **UX/UI Designer & Unity Developer** | [Vection Technologies](#)
August 2024 - Present | Bologna, Italy
 - Enhancing UX/UI design and implementing new features in company products
 - Leading a small team of UX/UI designers
-  **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 Pacelab WEA VR 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

- Global Game Jam 2024 - Theme: "Make Me Laugh"**
26 January 2024 - 28 January 2024 | Milan, Italy
 - Designed and developed "Racoomba!", a 3D game in Unity starring 3 raccoons who have to scrape items from a house, taking care to avoid the Roomba killers
- 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


Research

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