



## Personal information

**Date of birth:** 13.05.1988

**Nationality:** Italian

**Languages:** Italian / English / German A2

## Work experience

February 2017 - Current

**Sr. Interaction Designer**  
B-Reel GmbH

Facilitate client's product visions by researching, conceiving, wireframing, sketching, prototyping, and mocking up intuitive user experiences for digital products and more. I take part in the strategic design and user-experience decisions related to core, and new, functions and features.

May 2015 - January 2017

**Sr. Interaction Designer**  
HERE GmbH

Support product with information architecture, UX specification, wireframes, interaction design and prototypes of new features. Lead sound design and multimodality concept agenda related to topics such as autonomous driving. Conducted usability tests and support design process with qualitative and quantitative research methods.

2013 - May 2015. Copenhagen

**Research assistant**  
Aalborg University

Taught course for prototyping and electronics. Research in haptic, sound and interaction design applied to real life problems. Usability tests and user experience performed in multisensory studies.

March - September 2015. Copenhagen

**Design researcher**  
Aalborg University

Research and prototyping in the field of user interaction in cars. Focus in combining sound and haptic feedback in an in-vehicle environment. Sponsored project: Danish Sound Technology Network.

April 2014. Copenhagen

**Freelancer Designer and Prototyper**  
LeapCraft

Design and prototype for a market research tool with a PHILIPS product.

February - June 2013. Copenhagen

**Interaction designer (student)**  
Continental

Master thesis as part of ConSenses (POLE 2013) project. Interaction design, HMI, automotive, applied research, user centred design, industrial design, electronics, interdisciplinary team work.

## Education

September 2011 - June 2013

**MSc Media Technology**  
Aalborg University (Copenhagen, Denmark)

Sound and music problem based and cross-discipline learning, human-computer interaction, research based, prototyping, interactive sonification, interaction design. Master thesis with maximum grade (12/12).

November 2007 - October 2012

**BA Sound and Music Technology**  
Cesar Pollini Conservatory (Padua, Italy)

Sound engineer, sound recording, mixing, editing, audio signal processing, computer music, acoustics, psychoacoustic. Thesis with maximum grade (110/110 with honor).

## Workshops

2014 Copenhagen

**Design Thinker**

Workshop coordinated by Aron R. Schmahl, CEO of business learning. The participants experimented with and learned how to use designthinker game - simulation game created by ExperiencePoint and IDEO.

2014 Copenhagen

**LEGO serious play**

Workshop coordinated by Poul Kyvsgaard Hansen from business learning. The participants experimented with and learned how to use the LEGO SERIOUS PLAY methodology.

2012 Copenhagen

**Product sound design, summer school**  
SMC conference

Development of specific competences in interaction design, new musical interfaces and interactive sonification with Andy Farnell, Cumhuri Erkut and Davide Rocchesso.

## Areas of expertise

User experience, interaction design, physical and digital prototyping, sound design, product design, applied research, user centred design, service design, multisensory experience, concepting, innovation.

## Tech tools

Sketch, HTML 5, CSS3, JavaScript, Max/MSP, Arduino, Axure, Framerjs, Ableton, Adobe Creative Suit.