



Personal information

Date of birth: 13.05.1988

Nationality: Italian

Languages: Italian / English

Work experience

2015 - present. Berlin

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.

September - January 2012. Copenhagen

Interaction designer (student)

Volvo Cars

UX research in the automotive field. Design and prototypes for new human-machine interfaces for cars in a multisensory interaction environment.

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

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