



Elena Spadoni

Interaction Designer

May 2, 1995

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EXPERIENCE

Research Fellow

Mechanical Engineering Department, Politecnico di Milano

September 2020-on going

- De finition and development of AR and VR experiences for the new installation of the Museo Astronomico di Brera

Teacher Collaborator

School of Design, Politecnico di Milano

A. A. 2020/2021- ongoing

- Virtual and Physical Prototyping course (Monica Bordegoni)

Teacher Collaborator

School of Engineering, Politecnico di Milano

A. A. 2020/2021

- Design Engineering for Interaction (Marina Carulli)

Teacher Collaborator

School of Engineering, Politecnico di Milano

A. A. 2020/2021

- Virtual Prototyping Methods (Monica Bordegoni)

Graphic Designer

Consorzio tutela del vino Conegliano Valdobbiadene prosecco

August 2020

- Realisation of illustrations for a book

Graphic Designer

Museo Astronomico di Brera

01/04/2020 - 01/08/2020

- Realisation of panels and illustrations for the new exhibition

Digital Strategy and UX Design Intern

illimity Bank

07/01/2020 - 07/07/2020

- User Experience and User Interface design

Teacher Collaborator

School of Design, Politecnico di Milano

A. A. 2019/2020

- Virtual and Physical Prototyping course (Monica Bordegoni)

Design Collaborator Intern

Montanaro Design

A. A. 2019/2020

- Product and Interior Design. Collaboration with Oikos Fragrances

Hostess at design week

Montanaro Design

Design week in 2017, 2018, 2019

- Introduce visitors and explain installations

EDUCATION

Digital and Interaction Design (Master of Science Degree)

Politecnico di Milano

2017-2019

110/110 cum laude

Junior Interface Developer course

Adecco Italia S.P.A.

May 2019

Product Design (Bachelor Degree)

Politecnico di Milano

2014-2017

106/110

High School diploma

Liceo Classico Giulio Cesare-Valgemigli

2009-2014

90/100

SOFTWARE

●●● - Windows e OSX

●●● - Office Suite

Graphic, illustrations e Video editing

●●● - Adobe Indesign

●●● - Adobe Photoshop

●●● - Adobe After Effects

●●● - Adobe Premier Pro

●●● - Concept for tablet

●●● - Imovie

Virtual and Physical prototyping

●●● - Unity 3D

●●● - Arduino

●●● - Physical mock-up

3D modeling and rendering

●●● - Solidworks

●●● - Rinocheros

●●● - Keyshot

UX/UI Design and prototyping

●●● - Sketch

●●● - Principle

●●● - Adobe XD

Coding

●●● - HTML e CSS

●●● - C# for Unity and C++ for Arduino

●●● - Javascript

LANGUAGE

Italian

Mother tongue

English

IELTS CERTIFICATION: Level C1