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LEONARDO AMICO

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PROFILE

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CONTACT

W.orgonomyproductions.info  
E.leonardo.amico@gmail.com  
T.+44-7903 7688 22

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Interaction Designer and Creative Technologist with a focus in products and experiences using emerging technologies.

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WORK

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JUNE 2015 – PRESENT

Creative Technologist at Uniform, innovation and design company based in Liverpool, UK.

I'm part of the R&D team and my role is to ideate, design and prototype physical & digital applications for emerging technologies, frequently under the direction of prof. Jon Rogers from the University of Dundee.

Clients I've worked with include BBC, Jaguar and Manchester City FC. Internal works have been featured in the [BBC](#), [Guardian](#), [Design Week](#).

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MARCH 2014 – MARCH 2015

Researcher in interactive applications for education at the Department of Information Engineering (DEI), Università degli studi di Padova, Italy.

Development & design of Parlaspesa, an iOS educational app for teaching Italian language to pre-school pupils, in collaboration with the Department of Psychology of Development and Socialization of the University of Padova; development of full-body motion tracking software for the research project Harmonic Walk, a learning environment for teaching harmonic theory.

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FEBRUARY 2013 – MARCH 2014

Interaction Designer at Fabrica, a multi-disciplinary communication and design studio based in Treviso, under the direction of Dan Hill.

I worked on the ideation, design & development of self-initiated projects, consisting in smart product prototypes (IoT) and interactive installation.

Works have been published on [Creative Applications](#), [Icon](#), [Dezeen](#).

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EDUCATION

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SEPTEMBER 2009 – NOVEMBER 2012

Laurea Magistrale (MSc) in Electronic Engineering. Università degli studi di Padova, Italy.  
Universitat Pompeu Fabra, Barcellona, Spain.

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SEPTEMBER 2005 – NOVEMBER 2008

Laurea Triennale (BSc) in Electronic Engineering. Università degli studi di Bologna, Italy.



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 TECHNOLOGY SKILLS
 

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## HARDWARE PROTOTYPING

Experienced: Arduino and Arduino based boards, IoT platform Particle, Raspberry Pi, analog and digital electronic circuits, cardboard modeling  
 Can do: Bluetooth prototyping with iOS app  
 Tried: Eagle PCB circuit design

## CREATIVE CODING

Experienced: OpenFrameworks, Processing, P5.js  
 Can do: OpenCV C++, A-Frame, three.js, AR.js  
 Tried: D3, Vue.js

## WEB TECHNOLOGIES

Experienced: front-end development (javascript, CSS3, Grunt, Webpack), Express/Node.js for back-end  
 Can do: MongoDB database, Redis database  
 Python/Webapp2 for back-end, Electron, Wordpress  
 Tried: Chrome Extension development, Vue.js

## MOBILE DEVELOPMENT

Can do: iOS development with Obj-C and Xcode

## OTHERS

Experienced: Git for software versioning  
 Can do: Python scripting, 3D modeling with Rhino  
 Tried: Alexa Skills development, Machine Learning basic algorithms with Octave

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 DESIGN SKILLS
 

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## PROCESS

Experienced: design thinking methodology, plan and facilitate bespoke co-creation workshops  
 Tried: GV's Design Spring facilitation

## UX

Experienced: storyboards, flowcharts, app/website wireframing using Adobe XD, app/website rapid prototyping using Invision, user testing  
 Can do: user interviews, iOS app prototyping with Xcode

## EXHIBITIONS

2016. Solo - Digital Design Week at V&A, London (UK)  
 2015. Cloning Objects - Dutch Design Week, Eindhoven (Netherlands)  
 2015. Paper User Interfaces - Atelier Clerici during Salone del Mobile, Milan (Italy)  
 2015. Hacking Households - Adhocracy, Athens (Greece)

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 PUBLICATIONS & TEXTS
 

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2018. [Japanese Notes on the Smart Home](#) - Medium  
 2017. [Beyond the Object: the Design of Smart Products](#) - Preface to Smart Product Design, Sendpoint (China)  
 2017. Can We Still Trust Connected Objects - In Hacking Households, Z33 (Belgium)  
 2016. [Introducing Denti...](#) - In Practices for a Healthy Internet of Things, Mozilla (Germany)