

Federico Emanuele Mameo

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EDUCATION

University of Applied Sciences and Arts of Southern Switzerland Sep. 2024 – present

Master of Arts in Interaction Design

- Relevant coursework: Design Thinking, UX/UI Design, Prototyping Techniques, Programming, Physical Computing, Interactive Installations

Politecnico di Milano Sep. 2019 – Sep. 2023

Bachelor of Science in Management Engineering

- Relevant coursework: Business Management and Organization, Industrial Plants Management, Logistics and Production Systems Management, Business Data Analytics

Automation Engineering

- I followed the first year of the BSc in Automation Engineering before applying to the internal transfer to enroll in Management Engineering

Liceo Scientifico Statale G.B. Grassi Sep. 2014 – Jul. 2019

High School Diploma - Applied Sciences

PROJECTS

Goosto - mobile platform | Mar. 2025 – May 2025

- Designed the UX/UI of a mobile application that helps ethnic food lovers discover new cuisines and their cultural backgrounds
- Role: UX/UI Designer

Tubi - interactive installation | Feb. 2025 – Mar. 2025

- Designed an interactive installation that explores new forms of interaction through sensors embedded in objects
- Role: Concept Designer, Coder

Flowy - AI powered object | Jan. 2025

- Developed an intelligent yoga assistant that uses sensors and Machine Learning to provide real-time guidance and feedback, replicating the role of a yoga teacher
- Role: UX/UI Designer, Coder

Analysis and Modelling of Industrial Processes | Mar. 2022 – Jun. 2022

- Mapping of macro and micro business processes using BPMN language
- Analysis of internal and external performances of business processes through KPI measurement in relation to strategic objectives
- Redesign of business processes using optimization models (Sensitivity analysis, Linear Programming and Monte Carlo Method)

CERTIFICATIONS

Design Thinking Jun. 2024

- Released by: Interaction Design Foundation

User Experience Design Apr. 2024

- Released by: Interaction Design Foundation

Visual Design Apr. 2024

- Released by: Interaction Design Foundation

SKILLS/INTERESTS/MISCELLANEOUS

Languages: Native Italian speaker; Fluent in English (B2); Basic in Spanish

Programming: HTML/CSS, JavaScript, C/C++, R, SQL

Softwares: Figma, Fusion360, Blender, DaVinci Resolve, TouchDesigner, Microsoft Office package, L^AT_EX

Interests: basketball, artistic and interactive installations, cinema