



Francesco FASTELLI

UX Designer

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📅 Date of birth 24/07/1996

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LANGUAGES

Italian

English

Spanish

SOFT SKILLS

Ambitious

Self-Motivated

Curiosity

Creativity

Flexible/Adaptable

Fast Learning

Goal-Oriented

Team Working

Problem-Solving

SKILLS

HTML5, CSS, Bootstrap

Java

Javascript

SQL

AFRAME

C#

Jquery

PHP

UX Design

SOFTWARE KNOWLEDGE

Microsoft Office Suite: Word, Excel, Outlook, PowerPoint, Teams

UNITY3D; Vuforia

Figma; Balsamiq; Marvel

Miro; Slack; Google Slides

SOCIAL NETWORKS

in @francescofastelli/

ABOUT ME

I like to think positive and differently. I am creative and full of ideas. At the same time, I am solution-focused and I understand the process of project development. Hence, I am always ready to find a suitable and realizable solution to any problem.

EDUCATION

M.Sc. Human-Computer Interaction and Design (Double Degree)

Université Paris-Saclay, EIT Digital Master School - Paris
- From September 2020 to September 2021

Design Process and Evaluation with a focus on situated interaction. Experience in Extended Reality (AR and VR) Design and Development. Master Thesis in Multimodal Collaborative Interactions for Medical Training in Virtual Reality.

M.Sc. Human-Computer Interaction and Design (Double Degree)

Universidad Politécnica de Madrid, EIT Digital Master School - Madrid
- From September 2019 to June 2020

Focus on the study of Design Process, Development, Prototyping and Evaluation of an interactive system. Side focus in Business modelling, Design Thinking process and Entrepreneurship

B. Sc. Computer Science (Erasmus+)

Universidad Carlos III de Madrid - Madrid - From January 2018 to January 2019
Erasmus+ Programme

B.Sc. Computer Science

University "La Sapienza" - Rome - From September 2015 to May 2019
Experience in Algorithms, Database Management and Human-Computer Interaction. Bachelor thesis in "Study of User Experience in a Virtual Environment", where I designed and developed interaction in a web virtual environment (A-Frame) and then test the different experiences between user actions in freehand (Leap Motion) and Oculus joystick.

WORK EXPERIENCE

Full-Stack-Developer

Freelancer - Italy - Since 2015

In collaboration with the "What a show SRL" company I developed:

Il Castelfalfi, a 5-star Hotel in Tuscany, <https://www.castelfalfi.com>

Il Castelfalfi Real Estate: <http://castelfalfirealestate.com/>

Independent projects:

Editaly, Construction Company: <https://www.editaly.net/>

Odontoiatria Sant'antonio, Dental Clinic: <https://www.odontoiatriasantantonio.it/>

UX Researcher

Université d'Evry | Paris Saclay - Paris

- From February 2021 to September 2021

The objective of the internship was to carry out observation and literary studies in order to better understand current learner-teacher interactions. These studies will guide the design of the first prototype of a collaborative and multimodal virtual environment for companionship medical training in virtual reality.