

LUCA GIACOLINI

INTERACTION DESIGN

EDUCATION

- 2016/2017
M.Arch. Architectural Design.
Interactive Architecture Lab,
The Bartlett, London, United Kingdom
[Masters on Interactive Art and Design](#)
- Spring 2016
Fab Academy, FabLab Toscana, Italy
[Course on Advanced Digital Manufacturing](#)
- 2012/2016
Cum-Laude B.Sc. Industrial Design
Eindhoven University of Technology,
Eindhoven, The Netherlands
[Focus on Tangible Interaction Design](#)
- Spring 2015
Carnegie Mellon University, School of Design,
Pittsburgh, US
[Focus on Craft and Product Design](#)
- 2007/2012
High School "Liceo Scientifico Respighi",
Piacenza, Italy
[Focus on Scientific Subjects](#)

DESIGN SKILLS

- [Design softwares](#): Adobe Illustrator,
Photoshop, InDesign, Premiere Pro and
Solidworks (proficient level)
- [Lab prototyping](#): foam and wood
modeling (proficient level)
- [3D lab prototyping](#): laser-cutter, CNC
router, 3D printer (expert level)
- [Programming languages](#): Processing,
HTML, JavaScript, D3js, Arduino
(intermediate level)
- [Interactive products design](#): sensor and
actuators programming with Arduino,
Processing, Max Msp (proficient level)

SOFT SKILLS

- Academic writing experience
Events/fairs organization skills
Reflective and self-directed attitude

PROFESSIONAL WORK

Fall 2017-Current

- Interaction Designer @ Carlo Ratti Associati, Turin, Italy
[As part of the interaction desing team, I am involved in two main projects:](#)
[. Paint by Drone, an art installation during which automated drones would spray-paint crowd-sourced content onto vertical surfaces;](#)
[. The Dynamic Street, a prototype of modular and reconfigurable road built for Sidewalk Labs in Toronto, Canada;](#)

EXPERIENCE

- 2017 Attendee at Workshop "inFORMed bio matter", FabLab Torino, Turin, Italy
[Robotic fabrication for extrusion of biologic material](#)
- 2016 Attendee at Summer School "Design Now", Polifactory, Milan, Italy
[FAB City: designing for urban resilience through manufacturing](#)
- Workshop Assistant at Santa Chiara Lab, FabLab Toscana, Siena, Italy
[Operating and mantaining the Fab Lab machines](#)
- 2015 Student assistant in the course Engineering Design at Eindhoven University of Technology, Eindhoven, The Netherlands
[Coaching 20 students during the design process of building a ROV](#)
- 2014 Internship at Research Lab "Robotics and Learning Technologies", University of Siena, Italy
[Design of the game interface GoS for children with autism](#)
- Exhibitor at Dutch Design Week, Eindhoven, The Netherlands
[Presenting project Experio at the Tu/e stand](#)
- 2013 Exhibitor at Beijing Design Week, Beijing, China
[Presenting project Experio at the Tu/e stand](#)

PUBLICATIONS

- Marti, P; Giacolini, L.; Iacono, I. [Tangible Technologies for the Development of Play skills in Autistic Children](#). Proc. of the Ninth International Conference on Advances in Computer-Human Interactions (ACHI2016), ISBN: 978-1-61208-468-8, pp. 212-219;
- Giacolini, L., [Squamae: a Prototype to Compare Physical-based to Graphical-Based Feedback Modalities](#), SIDeR 2016, April 1st-2nd 2016, Malmo, Sweden;
- Giacolini, L. Marti, P. Iacono, I. ["Game of Stimuli": an Exploratory Tangible Interface Designed for Autism](#). In Proc. of ECCE 2015-European Conference on Cognitive Ergonomics, June 30th, July 3rd 2015, Warsaw, Poland.
- Van Hout, J. Giacolini, L. Hengeveld, B.J. Funk & M. Frens, J. [Experio: a Design for Novel Audience Participation in Club Settings](#). In Proc. of NIME Conference, June 31st-July 3rd 2014, London, UK.
- Junggeburth, M., Giacolini, L., Rooij, T. van, Hout, B. van, Hengeveld, B.J., Funk, M. & Frens, J.W. [Experio: a lasertriggered dance music generator](#). In Proc. of the DeSFoM Conference, September 22nd -25th 2013, Wuxi, China.