

## Curriculum Vitae



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### EDUCATION:

- Currently: Iuav's graduate degree in Visual and Multimedia Communication, specialising in Interaction Design. I am finishing my second (final) year and will start my thesis project in September 2009.
- 01/2007 - 07/2007: I took four Visual Communication courses on the Iuav's Industrial Design programme.
- 10/2003 - 09/2006: Undergraduate degree in Visual and Performing arts at Iuav University of Venice.
- 09/1998 - 07/2003: Scientific High School, Venice.

### SKILLS:

- Printing: Adobe Photoshop, Illustrator and InDesign.
- Web Developing: Adobe Dreamweaver, Flash, Wordpress, Blogger.
- Programming: Processing, Arduino, Mobile Processing.
- Video and animation: Final Cut, Adobe Premiere, Flash, Cinema 4D.

### LANGUAGES:

Mother tongue: Italian. I speak and write English well.

### STRENGTH:

- My strengths are in problem solving, writing, organizing and communicating.
- I'm particularly interested in visual and interaction design, especially in the human and social aspects of the two disciplines.
- I am one of the contributors and developers of "Random Clapping", the Iuav IxD student group.
- I like working in a team, but I am also experienced to work alone.

### EXPERIENCE:

- Currently: I am attending an internship at *frog design* in Monza (Milan)
- 01/2009: www.laurabordin.com (Web Designer)
- 06/2008 - 08/2008: Audio-Visual Connections (together with Davide Cocchi, Benito Condemi de Felice and Pamela Moscarda), an interactive installation presented at the Media Mediterranea 10 Festival (Interaction Designer)
- 10/2007 - 03/2008: "Indagine sul gioco d'azzardo tra i giovani", a book published by Comune di Venezia (Graphic Designer)
- 07/2007 - 09/2007: TeachMe 4, Venice's Festival of Visual Communications (Co-organizer).
- 10/2006 - 12/2006: Icons of the PiGreco software developed by Faro S.r.l. (Graphic Designer)