Ivan Provenzale
User experience/interaction designer

Via Carlo Pisacane, 166
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Objective

A position in the game industry where to utilize my interaction design skills and to express my creativity. To increase design and project management experience.

Skills

User studies, activity analysis, concept generation, UX and interface design, prototyping, evaluation.

Good: **Photoshop, Illustrator, InDesign, Final Cut**
Basic: **Flash, After Effects, Cinema4D, Processing**

Italian, native; English, fluent (Cambridge CAE); Spanish, conversational.

Experience

Aug 2008-Oct 2008, Internship
Area/code, game design company, New York, USA
Game design, look and feel proposals, video presentations, research works in various projects for international clients (Endemol, MTV, FremantleMedia, UK Department for Transport, etc.)

Oct 2005-Jul 2006, Master project
Arsnova - University of Siena - Monteroni D'Arbia Local Council, Siena, Italy
Group work to design innovative tools and services for the town wireless network. User studies, concept development, prototyping and evaluation of a RFID enhanced library kiosk to be installed in the town park outside the local public library.

Dec 2005-Jan 2006, Internship
DeepBlue, human factors and safety consultancy, Rome, Italy
Member of the Human Factors team working for E.N.A.V. (Italian Air Traffic Control Agency) in the Mediterranean Free Flight project. Observations, interviews and briefs to evaluate an experimental flight instrument in the flight simulators at the E.N.A.V. Experimental Centre.

Workshops

Oct 2008, "Applied Dreams"
A fast idea-generation workshop to contribute to an ongoing project on the application of new technologies for point-of-sale in the shoe industry, in collaboration with H-umus, Treviso, Italy.

May 2008, "Territory"
Pervasive gaming workshop to design an intervention around undefined, invisible territories. Directed by Kevin Slavin (Area/code, New York) at Fabrica, Treviso, Italy

Jan 2008, "Usable Witchery"
Animatronics workshop with Yaniv Steiner (Nastypixel.com) at IUAV University of Venice, Italy.

Jul 2006, "Siena Design Project 2006"
International interaction design workshop run by University of Siena, Italy.

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Education

Apr 2007-Apr 2009, Graduate degree
Visual and Multimedia Communication, IUAV University of Venice, Italy.
Interaction Design programme. Thesis, based on my internship, with Professor Gillian Crampton Smith: "Greengrowers, a location-based IPhone game for the city of Venice".

Oct 2007-Dec 2007, Oct 2008-Dec 2008
Mobile application design and prototyping studio course with Gillian Crampton Smith and Philip Tabor, prototyping with Nick Zambetti (IDEO, Palo Alto) and Vinay Ventraka-men (CIID, Copenhagen).

Jan 2008-Mar 2008
Physical computing studio course with Gillian Crampton Smith and Philip Tabor, prototyping with Durrell Bishop and Tom Hulbert (Luckybite, London).

Oct 2007-Mar 2008
Interaction Design Theory I and II seminars with Gillian Crampton Smith and Philip Tabor; Interactive Art seminar with Andy Cameron (Fabrica, Treviso).

Other disciplines: Visual perception; Conceptual design; Photography and video production; Graphics and typography history.

Oct 2006-Apr 2007, studio and seminar courses attendance
Industrial Design, IUAV University of Venice, Italy.
Communication Design I and II, Basic Design, Printing, Drawing, Design History.

Oct 2005-Jul 2006, 1 year Master
Design for Communication Environments, University of Siena, Italy.
Activity Design, Ambient Interaction, Interactive Media, Physical Computing, 3D Modelling and Graphics seminars with visiting professors from Domus Academy, Milan.
Design of innovative tools and services for a wireless town, in collaboration with the Local Council of Monteroni d'Arbia, Italy.

Oct 2001-Jul 2005, Undergraduate degree
Communication Sciences, University of Siena, Italy.
Thesis, based on my internship, with Prof. Antonio Rizzo: "The redesign of the experimental flight instrument Cockpit Display of Traffic Information".
Main studies: Human Machine Interaction, Cognitive sciences, Semiotics.

1998-2001
Scientific High School, Siena, Italy.

1996-1998
European Community School of Malta, St.Julians, Malta.