

# Tania Eleonora Ciurca

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I'm a **UX/UI Designer** with a strong **graphic and brand identity design background**. My passion and empathy drive me to explore not only **human-computer interactions** but also **interactions between people**.

I now wish to leverage my **design skills** and **5+ years of experience** in an international and dynamic company where I can bring a **positive and growth impact** to the team.

## Work Experience

A showcase of some relevant projects I have been working as lead **UX/UI Lead Designer at Robin Studio**, and as a **Freelance Creative Designer**.

Mar 2020 / Jul 2020

### HOME MUSEUM - AUGMENTED REALITY APP DESIGN

*(in collaboration with MIT, Museo Egizio of Turin, Area 3)*

**Project:** Engage people at home and supporting Museums  
**Key role:** UX/UI Design, Project Management

**Portfolio link reference:**

<https://taniaeleonora.com/home-museum/>

Sept 2015 / Jun 2020

### RETE DAFNE - NATIONWIDE ASSOCIATION SUPPORTING VICTIMS OF VIOLENCE

**Project:** Digital solutions for monitoring and manage data  
**Key role:** Brand Identity, UX/UI Design, Data Visualisation

**Portfolio link reference:**

<https://taniaeleonora.com/rete-dafne/>

Oct 2016 / Jan 2020

### TORINO TED-ED CLUB *(TED-Ed teaching program)*

**Project:** Providing Youngs news skills and share their ideas  
**Key role:** Art Direction, Promotional Design  
Communication, UX/UI Design, Event Manager, Teacher

**Portfolio link reference:**

<https://taniaeleonora.com/torino-teded-club/>

Sept 2015 / Nov 2019

### CARLO ALBERTO - HANDMADE ITALIAN SHOES

**Project:** Online Design Communication / E-Commerce  
**Key role:** Brand Identity, UX/UI Design, Editorial Design

**Portfolio link reference:**

<https://taniaeleonora.com/carlo-alberto/>

## Skills

### BRAND IDENTITY

GRAPHIC DESIGN (PS, AI, ID)

### ILLUSTRATION

### INFORMATION ARCHITECTURE DESIGN

PROTOTYPING (Invision)

UX/UI DESIGN (Sketch, Figma)

VIDEO EDITING (Premiere, Final Cut)

### PHOTOGRAPHY

MOTION GRAPHIC (After Effects)

CODING (CSS, HTML)

DIGITAL PRESENTATION (Keynote, Power point)

LANGUAGES English fluent, Italian mother language

## Educational background

01 Feb 2012 **MASTER DEGREE - Cinema and Media Engineering** - Politecnico of Turin, Department of Computer Science  
10 Dec 2013

Worked on **UX/UI projects** in topics such as **Interaction Design, Virtual Reality**, and **Information Architecture** in fast-paced design cycles.

30 Sep 2008 **BACHELOR - Cinema and Media Engineering** - Politecnico of Turin, Department of Computer Science. \*A "close number" course. 65 available places.  
16 Dec 2011

Full training in **research, prototyping** and **user testing methodologies** with a focus on **cognitive psychology**. Expertise in **storytelling, communication design, gamification, digital marketing campaigns**.

Other competencies: programming languages, computer graphics, 3D modeling, sound design.

## Ongoing learning

**Design Sprint** - Methodology for validating and test ideas.

**Workshop Design** - Frameworks to engage a team and lead it towards a defined objective and result.

*Refereces available upon request*