

Tania Eleonora Ciurca

Based in London
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Linked-In: Tania Eleonora Ciurca

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

Work Experience

Jan 2023 / Current

OMM - EXPERIENTIAL DESIGN FOR SPORT

Project: Experiential Design, UX/UI, AR/VR
Key role: Senior Creative Designer

Mar 2021 / Oct 2022

B-TOGETHER - THE ECO-FRIENDLY FAMILY CLUB

Project: Brand Identity / Graphic Design
Key role: Senior Lead Designer

Nov 2020 / Mar 2021

SHAPE HISTORY - THE SOCIAL IMPACT COMMUNICATION AGENCY

Project: Campaigns for international organisation
Key role: UX/UI Design / Illustrator

Jul 2016 / Current (*as co-founder and consultant)

ROBIN STUDIO - THE ART & INTERACTIVE DESIGN AGENCY

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

Last Project: Augmented Reality app "HOME MUSEUM"
Key role: Lead & UX/UI Designer, Project Management

Portfolio link reference:

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

Sept 2015 / Jul 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/>

Sept 2016 / Jun 2020

TORINO TED-ED CLUB - KIDS' IDEAS TO CHANGE THE WORLD (Under the official License of TED)

Project: Public Speaking and Storytelling for Kids
Key role: Creative director, UX/UI Design, Event Manager

Portfolio link reference:

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

[Check for more projects on my website](#)

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, Google Drive)

LANGUAGES

English fluent, Italian mother language

Educational background

01 Feb 2012

MASTER DEGREE - Cinema and Media

10 Dec 2013

Engineering - Politecnico of Turin, Department of Computer Science

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

16 Dec 2011

Engineering - Politecnico of Turin, Department of Computer Science. *A "close number" course. 65 available places.

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.