

# CV

## PERSONAL DATA:

Name: Luisa Fabrizi  
Nationality:  
Born:

## CONTACTS:

Address:  
Telephone:  
E-mail:  
Portfolio: [luisa-fabrizi.com](http://luisa-fabrizi.com)

## EDUCATION and TRAINING:

2015 - Graduated in Interaction Design (Master) - Malmö University;  
2013 - Licenced architect - Università degli studi di Napoli Federico II;  
2012 - Graduated in Architecture (5 years) - Roma "la Sapienza";

## EXPERIENCES:

201/06- present\_ Self employed Artist and Designer in Honigfabrik, culturecenter in Wilhelmsburg, Hamburg;

2016/10-2017/05\_ Junior Architect at Impuls-Design, Exhibition-Experience-Interactione;

2015/08-12\_ Design Intern at Superflux Ltd., collaboration on BuggyAir project: an IOT project aimed to tackle urban environmental challenge.

2015/04-08\_ Designer and developer of the project Collective Emotion Visualizator;

2015/07\_ Partecipated to the workshop Bodycraft, held in Copenhagen Institute of Interaction Design and held by Kate Hartman.

2014/09-12\_ Collaborated and organized workshops together with Connectors Malmo for their projects for Social Innovations for Persborg, Malmo;

2014/12-2015/01\_ Designer and builder of the performative game Alien Dance Instructor;

2014/06\_ Organizer of the workshop Women Making History in collaboration with ABF Malmö, during "Feministisk festival i Malmö";

2013/12-2014/01\_ Designer and builder of the physical interactive game Another World;

2013/05\_ Curator of the Catalogue of the photographic exhibition "Corsie con viste oltre l'immagine" held in Catanzaro in May 2013 and promoted by the Province of Catanzaro;

2012/10\_ Collaborated in the building of 3d printers during the workshop "Think 3d, Print 3d", held at the Faculty of Engineering in Rome, "La Sapienza".

## **SKILLS:**

- Competent in the developing of digital and physical prototypes;
- Basic knowledge of electronic, use of sensors and of Micro controllers (Eg: Arduino, Raspberry Pi, LightBlueBean,...);
- Trained to work with technology and to conceptualize and question theoretical and ethical issues related to it;
- Able to sew, solder and design for laser-cutter machines;
- Basic mechanic knowledge;
- Good freehand drawing skills;
- Prepared to work in different range and scales of projects in the fields of design, architecture, technology, and art.

## **PROGRAMS AND LANGUAGES:**

### **Softwares:**

Autocad, Rhinoceros 4.0, Archicad 18, 3d Studio Max, SketchUp, Adobe Photoshop CS6, Adobe Illustrator, Adobe Indesign, Adobe Premiere, Adobe AfterEffect, Open Office Suite, Microsoft Office Suite, Archicad;

### **Coding languages:**

Processing, Arduino, Python, Touchdesigner;

### **Prototyping platforms:**

Arduino, Raspberry pi, Blue Beans,;