



EDOARDO MUCELLI

Interaction Designer

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Interaction Designer with a strong background in industrial design, interaction design, and product design. Experienced in creating interactive experiences, virtual environments, and AI-infused products. Currently completing a degree at Politecnico di Milano, with a thesis focused on the interaction between humans and AI-embedded interactive products. Passionate about user-centered design, collaboration across disciplines, and delivering high-quality work quickly while learning new tools and methods.

SKILLS AND INTERESTS

Interaction design - User testing - Interview design - Interview execution - Evaluative testing - Stakeholder facilitation - Human-Computer interaction - UX design - Interviews - Physical + digital experiences - Ux research - Usability testing - VR/AR experiences - Agile development - Journey mapping - Smart wearables and IoT - Project management - Prototyping - Experience design - Space design

EXPERIENCE

UX DESIGNER

CUT Circuito Urbano Temporaneo

Main and solo designer for the role, focusing on Project management and stakeholder communication.

- Redesigned and managed the association's websites, ensuring an optimized user experience, clear content hierarchy, and a cohesive visual identity.
- Maintained and updated digital archives, improving accessibility and integrating new features to keep platforms up to date.
- Applied UX design and information architecture principles to enhance navigation, usability, and content organization.

UX DESIGNER

[Politecnico di Milano](#)

Contributed to a comprehensive UX redesign of the University department's Exchange service, aiming to enhance the user experience across its key components: the website, tutor support, Instagram presence, and administrative office interactions.

- Conducted a UX audit of the website, identifying key areas for improvement in information architecture, usability, and content.
- Redesigned website information architecture, including site navigation, information retrieval, and cross-linking,
- Developed and implemented a peer meeting booking system, facilitating student access to exchange experience information. (Reached more than 25% of outgoing students for more than 100 hours of tutoring)
- Improved website content through UX writing, enhancing clarity and user understanding.

INTERACTION DESIGN WORKSHOP – [ESSILORLUXOTTICA](#) / [META](#) – [NDA](#)

[Politecnico di Milano](#)

- Designed and developed innovative input and interaction solutions for advanced smart eyewear prototypes.
- Collaborated with [EssilorLuxottica's Smart Eyewear Lab](#) on ideation and concept development to enhance user experience.
- Focused on identifying new functionalities, interactions, and technologies for potential integration into R&D.

INTERACTION DESIGN WORKSHOP – [EPFL+ECAL LAB](#)

[Politecnico di Milano](#)

- Explored the limitations of quantified self-tracking technologies and developed alternative approaches for representing subjective human experiences through storytelling, interaction analysis, and experimental design.
- Focused on designing with bias to create engaging, qualitative data interactions through concept design and prototyping.

EDUCATION

[MSC DIGITAL AND INTERACTION DESIGN](#)

[Politecnico di Milano](#) – Ongoing

Proficient in user-centered design methodologies, including user shadowing, usability testing, and stakeholder analysis. Production of industry focused prototypes and conceptual and critical prototypes.

- Experience collaborating with diverse real stakeholders to conduct user research and iterate on product solutions through different design methods (i.e. Agile).
- Skilled in UX/UI design, interaction design, prototyping (Figma, Protopie), 3D modeling (Blender), embedded computing, and VR development (Unity 3D).

[DIGITAL DESIGN AND INTERACTIVE TECHNOLOGIES – ERASMUS](#)

[ITU Copenhagen](#)

- Training in UX design for AI-infused products, including AI prototyping, heuristic evaluation, and AI prototyping. Prof [Jichen Zhu](#).
- Training in interaction design with a critical design lens, utilizing web applications and embedded computing (Arduino) to explore and communicate complex concepts. Prof [Anna Vallgård](#) & [Vasiliki Tsaknaki](#).

[GEORGIA TECH: HUMAN COMPUTER INTERACTION 1](#)

[edX online platform](#)

- Understanding of core Human-Computer Interaction (HCI) principles, such as feedback cycles, direct manipulation, affordances, and signifiers, to inform the design of intuitive and user-friendly interfaces.

BEHAVIORAL DESIGN: CREATING ENGAGING PRODUCTS WITH BEHAVIORAL SCIENCE

[Interaction design foundation](#) – Single class

- Gained insights into applying behavioral science principles to enhance UX design, covering areas such as user engagement, decision-making, and designing for diverse user groups.

[BSC INDUSTRIAL DESIGN](#)

[University of Florence](#)

- Graduated with 110/110 cum laude - Thesis in Interaction design - [V.A.K.](#)
- Proficient in designing physical and digital products and experiences (Spanning from product design, to branding and interior design), specializing in user journey mapping, interaction design, and iterative prototyping.
- Experienced in leading team brainstorming sessions, utilizing research methods (mind mapping, product benchmarking) to inform persona development and design decisions.
- Skilled in cross-disciplinary project management, teamwork, and communication.