



BENEDETTA CERVONE

Product/UX Designer
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WORK EXPERIENCE

Product Designer & Developer

IPercept

Sep 2023 - current Stockholm (SE)

I led and performed UI design and UX research activities, coordinated an external it development team, carried out QA testing that led to the successful launch of the IPercept Platform.

Research Assistant

KTH Royal Institute of Technology

Jun 2023 - Jul 2023 Stockholm (SE)

Played a significant role in Human-Robot Interaction PhD research by actively engaging in research activities, facilitating participant recruitment, and contributing to resource planning.

UX Writer & Translator

Freelance

Feb 2022 - Jun 2023 Stockholm (SE)

Wrote and translated UX text on an assignment basis from and to English, Italian and Dutch.

UX Designer / Human Factors Engineer

Teledyne FLIR (Internship)

Feb 2022 - Jul 2022 Stockholm (SE)

Researched, designed and developed a roadmapping tool aimed at product managers that aids and enables user centered cross-product planning practices.

UX / Information Designer & Developer

RTL Nederland (Internship)

Sep 2019 - Feb 2020 Hilversum (NL)

Designed and developed interactive data visualizations for the RTL news websites aimed at enhance user experience and introducing innovative methods of consuming news. Through my efforts, I effectively boosted user engagement and aided at the increase in rate of registered users.

(Lead) Teaching Assistant

University of Twente

Sep 2017 - Aug 2021 Enschede (NL)

Managed multiple teams of teaching assistants for the web development and ui design course. Assisted in teaching a number of courses ranging from engineering to design.

EDUCATION

MSc ICT Innovation - HCI & Design

KTH Royal Institute of Technology

Sep 2020 - Jul 2022

EIT Digital Master School

EU Merit Scholarship

Major: Physical Interaction and Design

Thesis grade: A

MSc Interaction Technology

University of Twente

Sep 2020 - Jul 2022

EIT Digital Master School

EU Merit Scholarship

Cum Laude

BSc Creative Technology

University of Twente

Sep 2017 - Jun 2020

Major: Interactive Media

Thesis grade: 9/10

SKILLS

Design: Figma - AdobeCC -
3D Modelling (Maya) - Unity3D
Data Visualisation

Prototyping: Paper prototyping - Miro -
3D Printing - Lasercutting -
Electronics - Arduino - AR/VR

Programming: HTML/CSS/JS (React.js) -
Git - Plotly.py - Java - C++ - MatLab - Arduino

Research: Design Thinking - SPSS -
Co-Design - A/B Testing - Analytics

Soft Skills: Project Management -
Workshop Facilitation - Public Speaking -
Event Management

OTHER EXPERIENCES

Student Board & (Educational) Committees
Social Media Management
Volleyball Coach - Referee - Scheduler
Photography - Design - Videomaking
Festivals/Event Organisation & Decoration

LANGUAGES

Native: Italian, English, Dutch
Intermediate: Swedish, French
Beginner: Spanish