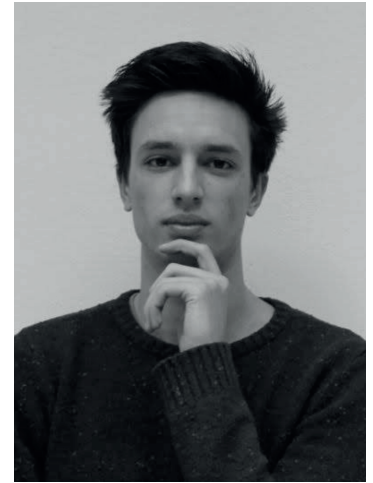# FORMATO EUROPEO PER IL CURRICULUM VITAE

PERSONAL INFORMATION

Name
Place and date of birth
E-mail

BESANA NICOLA

Bergamo, 24 Ottobre 1997

nicola.besana@polimi.it;
nicolabesana@gmail.com

WORKING EXPERIENCE

• Date (from - to)
• Name and provenience of emplyer
• Typology of company or industry
• Type of job
• Main tasks and responsabilities

• Date
11/2022 - Ongoing
• Employers
Department of Design - Politecnico di Milano & Ministry of Tourism
• Job (also under "Education")
PhD Researcher - 38th Cycle
Research Topic: "Exploiting Big Data and Artificial Intelligence to improve the tourism offer and services management in Italy".
• Topic
Digital and Interaction Design in the Tourism Field
Bando: PNRR_351_PUBBL_AMMIN

• Date
09/2022 - Ongoing
• Employer
Department of Design - Politecnico di Milano
• Job
Teaching fellow (/ Cultore della materia) at LSF course
Third year of the course Laurea Triennale in Design del Prodotto Industriale – a.a 2022/2023
Prof. Mauro Attilio Ceconello & Davide Spallazzo
• Tasks
Student support and mentoring activities through reviews and advising regarding the Final Synthesis projects

• Date
06/2023
• Employer
Department of Design - Politecnico di Milano
• Job
**Teaching fellow (/ Cultore della materia)
at User Centred Design Workshop course with Gruppo Cimbali s.p.a.**
Second semester of the first year of the two program Digital Interaction Design – a.a 2022/2023
Visiting Prof. Peter Gall Krogh & Marianne Graves Petersen
• Tasks
Student supporting, mentoring activities through reviews regarding the workshop's projects, course organization managing and assisting of the visiting professors.

• Date
03/2023 - Ongoing
• Employer
School of Design - Politecnico di Milano
• Job
Co-Professor of "Orientamento attivo nella transizione scuola università"
• Description/ tasks
3-days lectures cycles at different high schools on "Designing with Artificial Intelligence" and "Designing Interactive Systems with Physical Computing"

• Date
02/2023
• Employer
Department of Design - Politecnico di Milano
• Job
Teaching fellow (/ Cultore della materia) at Professional Workshop course with Sony Design
Second semester of the third year of the two programs Integrated Product Design and Digital Interaction Design – a.a 2022/2023
Visiting Prof. Ishii Daisuke & Sony Design Team
• Tasks
Student supporting, mentoring activities through reviews regarding the workshop's projects, course organization managing and assisting of the visiting professor.

• Date
09/2022 - 11/2022
• Employer
Department of Design - Politecnico di Milano
• Job
Research fellow (/ Assegnista di ricerca) - *Bando: 2022_ASSEGNI_DESIGN_10*
• Description/ tasks
"Study for the definition and design od the product designer profile at the international level / Research focused on a case study for the caucasus"

• Date
06/2022 - 09/2022
• Employer
Department of Design - Politecnico di Milano (Freelance)
• Job
Research associate (/ Collaboratore di ricerca)
• Description/ tasks
Instructional module design activities for teaching coding and interactive prototypes.
Analysis and design research on Lab IDeA; writing of literature analysis and benchmarking reports; design of teaching modules with descriptions of activities. *Bando n° 061/2022*

• Date
09/2021 to 12/2021
• Employer
Department of Design - Politecnico di Milano
• Job
Tutor (teacher assistent) at LSF course
Third year of the course Laurea Triennale in Design del Prodotto Industriale – a.a 2021/2022
Prof. Mauro Attilio Ceconello & Davide Spallazzo
• Tasks
Student support and mentoring activities through reviews regarding the projects

• Date
03/2021 to 10/2021
• Employer
Berkley Innovation Group (CA, US) - Spin-off Start Up (https://biginnovates.com)
• Job
Freelance (/till project expiry) as Digital UX and UI Designer
• Tasks
Definition, design and prototyping of Interaction and Digital Interfaces (mobile & web) for spin-off start-up "Hummin"; Design, wireframing and prototyping of the app and website; Branding, Naming, Communication Development and Visual Identity;

• Date
02/2021 to 03/2021
• Employer
Berkley Innovation Group (CA, US) - Spin-off Start Up (https://biginnovates.com)
• Job
University curricular internship as Digital UX and UI Designer
• Tasks
Definition, design and prototyping of Interaction and Digital Interfaces (mobile & web) for the spin-off start-up "Hummin"; Video production and rendering of the service-product
Project areas: hospital staff monitoring (American healthcare systems); data management; dashboard development; privacy and sensitive data; machine learning design; digitization of services.

EXTRA in working experience

• Date
06/2022 - Ongoing
• Association (no-profit)
AAA Cercasi Nuovo Adriano Olivetti
A seires of roundtables-conference to create a meeting point between young designers and companies/studies regarding the world of work. events where students have the opportunity to exhibit themed project for companies that sponsor the association
Patronage: Politecnico di Milano & Comune di Milano
• Job (not paid)
Co-founder & Project Manager
• Tasks
Public relation with companies and designer, organization if task forces, exhibition set up, formulation of "call for project" with Politecnico, and more...

• Date
01/2022 - Ongoing
• Employer
NFT Pizzeria – NFT collection and metaverse space
• Job (not paid)
Co-founder – 3D e VR Designer and Developer
• Tasks
Design and development of 3D spaces for metaverse Portals; Development of virtual reality (VR) application of the same; Branding consulting and project strategy

EDUCATION

• Date
11/2022 - Ongoing
• Employers
Department of Design - Politecnico di Milano
Ministry of Tourism
• Job
PhD Researcher - 38th Cycle
• Topic
Digital and Interaction Design in the Tourism Field
Bando: PNRR_351_PUBBL_AMMIN

• Date
09/2019 to 04/2022
• University
Politecnico di Milano – Faculty of Design
• Educational title
Laurea Magistrale in Digital and Interaction Design - 110 L
• Thesis project name
"Bloats. Breathing walls sensing the environment.
An IAQ monitoring system meant to communicate and sensitise on the indoor spaces' health state through an ICS material application."
Supervisors: Prof.ssa Venere Ferraro – Stefano Parisi

• Date
01/2019 to 07/2019
• University
Tu/E Technische Univerrsiteit Eindhoven
• Program
Erasmus+

• Date
09/2016 to 07/2019
• University
Politecnico di Milano – Faculty of Design
• Educational title
Laurea Triennale in Design del Prodotto Industriale - 110 L
• Thesis project name
"Caulis – Light and Interaction.
Famiglia di prodotti per l'arredamento delle aree pubbliche. Lampione e panchina abbinati in una sola struttura per soddisfare le esigenze di comfort personale, sicurezza e risparmio energetico"
Supervisors: Prof. Mauro Attilio Ceconello – Prof. Davide Spallazzo

• Date
09/2011 a 06/2016
• School
Liceo Scientifico statale Filippo Lussana di Bergamo
• Educational title
Diploma di maturità scientifica

PUBLICATIONS AND PATENTS

• Date
13/06/2019
• Object
EU & US Patent for industrial invention
• Inventors
Giuseppe Fazio, Sofia Secchi, Nicola Besana
• Co-owner
Politecnico di Milano
• Title
"GRUPPO-MISCELATORE PER ALIMENTI. L'invenzione concerne un gruppo-miscelatore per alimenti solidi e/o liquidi per la preparazione di bevande, frullati, frappè e simili".

• Date
Submitted July 2022 - Under review
• Journal
Sustainability - MDPI
• Authors
Nicola Besana, Davide Spallazzo, Mauro Attilio Ceconello
• Publication name
"Exploiting Big Data through Artificial Intelligence in the tourism industry: A Systematic Review"
Keywords: Tourism; Artificial intelligence; Machine learning; AI applications; Sustainability; Big Data; Systematic literature review; Future studies;

EXTRA in education

• Date
07/2021 to 04/2022
• Institution
Datemats.eu – Politecnico di Milano
• Object
Experimental thesis under the European project Deatemats.
Development of an interactive material in the area of materials and emerging technologies "ICS Wearable EM&Ts"

• Date
06/2021
• Institution
Destex Project – Politecnico di Milano
• Object
Destex Summer school - Design in advance textile manufacturing
One-week course on creative and industrial design through lee new technologies employed in advanced textile production

• Date
08/2018 to 03/2019
• Institution
Deloitte Italia; PoliHub; TTO PoliMi; Officine Innovazione at Deloitte
• Object
S2P – Switch to Product / Innovation Challenge; Start-up boost program
Acceleration and incubation pathway for competition finalist projects, consisting of courses and consultations with experts in design, marketing and innovation strategy.

SKILLS AND PERSONAL COMPETENCES

Acquired throughout life and career not necessarily recognized by official certificates.

FIRST LANGUAGE

ITALIAN

OTHER LANGUAGES

ENGLISH - *TOEIC CERTIFICATE 2019 LEVEL C1 945/1000*

- Reading — ADVANCED
- Writing — ADVANCED
- Speaking — INTERMEDIATE / ADVANCED

SPANISH

- Reading — INTERMEDIATE
- Writing — BEGINNER
- Speaking — BEGINNER

SOCIAL AND INTERPERSONAL SKILLS

Living and working with other people, in multicultural environments, occupying positions where communication is important and in situations where teamwork is essential (e.g., culture and sports), etc..

Excellent skills of dialogue and mediation with peers and work colleagues while respecting roles and hierarchies obtained through participation in many projects of different nature (university and work) for contexts and objectives where it was necessary to optimize the work by interfacing with other students, professors, employers, supervisors or thesis advisors.

Ability to apply and help through so-called "creative problem solving", not only in the project/design area, but also in managing sometimes problematic group dynamics to achieve the best possible solutions and not compromise the results.

Excellent empathy towards people of all ages and sociocultural backgrounds with different needs and demands in the same context obtained through a long volunteer experience as animator and coordinator in a daily summer recreation center for children from 5 to 13 years old and in bi-weekly summer vacations (summer camps) for 11 to 14 year olds from 2011 to 2015.

Spirit of adaptation, inclusiveness and open-mindedness towards others obtained during my five years of university and especially during the study abroad period where I had the opportunity to live in the same house and share evryday experiences with people from completely different backgrounds distant from my own. Period in which I also learned how to relate very loosely and without misunderstanding through the English language.

Excellent sharing and cohabitation skills, including of spaces and materials, obtained by practicing a team sport from the age of 6 until 24, in which I was able to improve my skills of adaptation and communication thanks to the dynamic nature of the group with always new elements and changing roles within it.

ORGANISING COMPETENCE AND SKILLS

e.g., coordination of people, projects, budgets; in the workplace, in volunteer activities (e.g., culture and sports), at home, etc.

Excellent organizational skills of time and resources on a personal level obtained during my high school and university years, also thanks to "commuting" by public transportation Bergamo-Milan, which taught me to manage and optimize time in order to be able to carry out all activities related to the university and the personal sphere, but also the spirit of sacrifice.

Excellent self-management skills in setting goals and timelines in the work environment gained during experience as a UX and UI designer, especially in the development of projects where expected specific requests in certain time frames and supervision through reviews. Self-management skills also obtained through Smartworking.

Ability to coordinate within the group with great preference and predisposition for in-person collaboration obtained through the need, especially during my years in university, to conduct multiple projects simultaneously with different working groups and interfacing with different professors in the requests and ways of communicating project progress.

Excellent administration and coordination skills and competencies for activities involving a large number of participants from different years obtained through the aforementioned volunteer experience as animator and coordinator of a summer recreation center.

TECHNICAL COMPETENCE AND SKILLS

With computers, specific equipment, machinery, etc.

Skills obtained during the past five years in both university and work settings through the development of group and individual projects in which the use of certain tools and methods for the purpose of research, development, communication, representation, prototyping, etc., was required.

• COMPUTER PROCESSING
Adobe Suite (Photoshop, Illustrator, InDesign): **Excellent**
Design Xd (Design and UI/App prototyping): **Good**
Figma (Working space - Design and UI/App prototyping): **Excellent**
Unity 3D (Coding and programming of VR, AR & videogames): **Good**
Adobe After Effect (Video Processing & Editing): **Good/Excellent**
Premier Pro (Video Editing): **Good**
iMovie (Video Editing): **Excellent**
Autodesk Inventor / Solidworks / Fusion (3D Modelling): **Excellent**
Rhinoceros & Blender (3D Modelling): **Good**
Alias Autodesk (3D Modelling): **Good**
Autocad 2D e 3D (3D Modelling): **Good**
Keyshot 3D (Rendering 3D): **Excellent**
Microsoft Office: **Good/Excellent**

• PROGRAMMING
Arduino (Physical computing and C++ coding): **Good/Excellent**
Microbit (Prototyping and Block coding): **Good/Excellent**

• OPERATIONAL SYSTEMS
Mac Os: **Excellent**
Windows: **Good**

• PROTOTYPINGMACHINES & TOOLS
Band saw, Jig saw, Electric fretsaw, Lathe, Drill press, Belt sander, Circular sander, Hot wire cutting machine, Thermoformartice: **Excellent**
3D printing (slicing and printing programs): **Good/Excellent**
Electric tin welder: *Excellent*

• DESIGN TOOLS AND METHODS
Excellent knowledge and familiarity in the use of Design Tools:
User Journey Map, Personas, "Think-say-do-feel" map, Service Blueprint, Service maps, Emphaty maps, HMWs and Problem definition, Benchmarking, Moodboards, Business Model Canvas, Design Sprint, Product-interaction network, Interaction matrix, etc...
Excellent knowledge and familiarity with Design research methods and Tools:
Desk research, Interviews, Observation, Survays, Focus groups, Cultural Props, Ideo Cards, Prisma Model for Literature Review, Zotero.

ARTISTIC COMPETENCES AND SKILLS
Music, writing, drawing, etc...

Good freehand drawing skills in both concept sketching and rendering
Excellent knowledge of technical drafting methods in drafting board and technical drawing skills

OTHER COMPETENCES
Skills not previously indicated.

Good knowledge of the new digital reality of the Metaverse obtained through recent experience as a co-founder and virtual reality developer in the start-up project NFTPizzeria, consisting of a collection of NFT and the creation of a virtual locale in the Portals metaverse.

Good film culture cultivated over the years as a major hobby through reading essays, weekly film attendance and participation in film festivals.

LICENCES

Driving License B

OTHER INFORMATIONS

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ATTACHMENTS

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DATE & SIGNATURE

Milan, 13/07/2023