

Gabriele Pifferi



Email: pifferigabriele00@gmail.com

Portfolio: gabrielepifferi.com

Phone: (+39) 3663408365

LinkedIn: <https://www.linkedin.com/in/gabriele-pifferi>

Education

Master's Degree in Human-Computer Interaction

[09/2023 - Current]

University of Trento (Italy)

Average grade: 29.3/30

Provides necessary tools to navigate the many challenges encountered in human-technology interactions (both digital and physical). Emphasizing practical engagement, the course integrates hands-on activities, frequently incorporating empirical research and project-based learning to address relevant research questions.

- **Design Experience:** Advanced principles of interaction design, cognitive interaction, and cognitive ergonomics. Focus on Participatory Design in project development, identification and fulfillment of user values and needs, enhancing their experience.
- **Quantitative & Qualitative Research Methodologies:** Acquired theoretical and practical proficiency in both quantitative (statistics) and qualitative methods (observations, interviews, and focus groups) through hands-on empirical research activities, data acquisition and analysis using R.
- **Design for social inclusion:** Focus into the concepts of "social inclusion" and "exclusion", culminating in the development of a tangible solution (this being physical, technological, or organizational) that enhances the opportunities for inclusion of disadvantaged groups.

Bachelor's Degree in Cognitive Psychology

[09/2020 - 07/2023]

University of Trento (Italy)

Final grade: 110/110 cum laude

Main subjects:

- **Cognitive ergonomics:** Delved into the study of interaction between humans and artificial systems (both digital and analogical). The course allowed for the development of competencies to create and evaluate designs and systems to enhance people's productivity, fulfill their needs and promote their well-being.
- **Quantitative Methods for Life Sciences** and **Psychometrics**

Erasmus+ Study

[09/2022 - 02/2023]

University of Twente (Netherlands)

- **Human Factors and Engineering Psychology**, focused on relationship between human cognition and technology, interfaces, and machines. Gained experience in designing user-friendly, reliable, and effective systems. Conducted supervised research. Learned programming in Python (CircuitPython) through lectures and in-class problem-solving sessions.
- **Health Psychology and Applied Technology**, explored major health psychology theories and persuasive techniques and technologies. Developed a prototype application promoting personal well-being and support for caregivers of people with dementia.

Projects

Techfit Challenge - ECIU & UAB (Spain)

[05/2024 - 07/2024]

Challenge aimed to design a solution to promote healthier lifestyle and physical activity on campus through technologies, specifically targeting sedentary students. Working within a team, we proposed a social connecting application designed to help users find workout partners, increase sociability, and facilitate arranging sports activities. The app included features for booking facilities, creating communities, competing with others, and collecting achievements.

My personal contributions to the project were:

- Conducting research about potential users, their needs, and values.
- Engaging in ideation and brainstorming sessions to generate and refine ideas.
- Creating sketches and low-fidelity wireframes of the solution.
- Designing the visual composition of the prototype using Figma.

School of Innovation (SOI) - University of Trento (Italy)

[10/2023 - 05/2024]

An interdepartmental course alongside traditional degree programs. The SOI aims to equip participants with transversal skills to enrich personal knowledge and broaden their understanding beyond the specific field of study. Some of the classes I had the opportunity to attend include:

- Basics of data science & Data science in action
- Intellectual property rights
- Innovation processes and the new production of users
- Creativity and Collective Creativity in Organizations

DigiEduHack 2023 - AI in Education

[07/11/2023]

Participated in a 12-hour hackathon by the European Institute of Innovation and Technology (EIT) aimed at exploring potential avenues for integrating AI into educational environments. Involved collaborative teamwork to develop innovative solutions. The activity led to a strengthening of abilities such as teamwork, problem-solving, leadership, and adaptability.

Samsung Innovation Camp

[10/2021]

Selected among the top 25 students in the preliminary phase, developed a mock-up prototype application for Fondazione Dolomiti Unesco, addressing critical issues of over-tourism and pollution in the mountains.

Work Experience

ECIU Ambassador

[10/2024 - Present]

Contributing to the enhancement of ECIU offerings and community both locally and globally. I am responsible for organizing events and raising awareness about ECIU in Trento, as well as participating in the UX research team.

HCI Master's Programme Review Panel Member

[10/2024 - Present]

University of Trento (Italy)

I contribute to reviewing quality data for my Master's course, preparing reports and participating in meetings to discuss improvements to the academic offerings.

Collaborator International Office

[08/2023 - 09/2024]

University of Trento (Italy)

I was responsible for assisting international students in preparing all the necessary documentation for their studies in Italy. I supported them both before and upon their arrival, helping them complete the required bureaucratic procedures for their stay and facilitating their integration into the university environment providing information about offered services and living in Trento.

Certification

IELTS Academic Certificate: Overall Band score 7.0 - C1 level

[06/2022]