

MARGHERITA CUCCHI

I am creative and pragmatic at once with a sense of wonder and depth of perception. Driven by curiosity, proactivity, critical spirit and a lot of patience I combine theory and practice, applying ideas in real life. I love to deal with challenging goals and create services and solutions that ensure customer satisfaction through an human centered design approach and environmental responsibility.

Work experiences

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|--|---|
| IdeaSquare at CERN,
Geneva - Bologna
October 2019 - March 2020 | <ul style="list-style-type: none">● CBI project intern
CBI is a project course, where multidisciplinary student teams and their instructors collaborate with researchers at CERN to discover novel solutions for the future of human-kind. |
| THEBLACKLAB,
Senigallia (AN)
July 2018 - April 2019 | <ul style="list-style-type: none">● Product and experience designer (UI-UX)
2D and 3D Graphic, 3d modelling, rendering, UI-UX, AR-VR applications. |
| Spalvieri&DelCiotto design studio,
Tolentino (MC)
October 2016 - February 2017 | <ul style="list-style-type: none">● Product design Intern
Research activities and project development for Arena Waterinstrict and Lexon design. |

Education

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| University of Ferrara,
Ferrara
October 2019 - now | <ul style="list-style-type: none">● Master of Science in Innovation Design |
| IUAV, Venezia - UNIRSM,
Repubblica di San Marino
October 2014 - November 2017 | <ul style="list-style-type: none">● Bachelor's Degree in Industrial Design and Communication
Final score: 110/110 |
| ITCG E. F. Corinaldesi,
Senigallia (AN)
September 2009 - July 2014 | <ul style="list-style-type: none">● Secondary school diploma Quantity Surveyor
Final score: 87/100 |

Languages

Italian

Native

English

Fluent

FCE - Cambridge English Grade b2
TOEIC - Listening and reading - 825

Digital skills

Windows



Adobe Illustrator



Mac OS



Adobe InDesign



Autodesk AutoCAD



Adobe Premiere



Rhinoceros



Adobe After Effects



Cinema 4d



Adobe PhotoShop



KeyShot



Invision



Main skills

Innovation Design, Interaction design, User Experience and User Interface, Product design and Communication. Customer journey, benchmarking analysis, user testing, user interaction, knowledge of design trends and usability patterns.