



Paolo Camerin

An Interaction Designer who thrives on creating meaningful experiences that empower people to live happier lives

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Nationality:

Italian, Resident in Oslo, Norway

Language:

English, Italian

Work experience

Digital Designer at EGGS Design

Oslo, Norway

Aug 2021 - Currently

Applying my design skills to a variety of projects including mobile/web digital products and physical experiences for industry leading companies in the insurance, mobility, oral care, and energy production machinery industries

- Created and shipped the Bilista app which attracts thousands of active users for which I was involved in from conceptualisation, wireframing, prototyping, testing, to finalising UI design
- Led the process and ensured the quality of digital experience through qualitative research, conceptualisation, UX/UI design, prototyping and testing, using physical and digital interactions to improve the brushing experience for young children
- Managed stakeholders, engineers, and offshore developers in the iOS and Android app development
- Organised and facilitated online/offline workshops with clients for each project
- Responsible for UX/UI, video production, 3D modeling and renderings for each project

Digital Design Intern, EGGS Design

Oslo, Norway

Jan - Jul 2020

Applied and explored my passion for user-centered design, technology, tangible interactions, and cutting edge digital media in close contact with clients as a digital and interaction designer

- Led the creation of a tool to procedurally generate assets based on the AVA visual identity using Javascript
- Created and shipped UI/UX for a mobile and web app for Zendera, a logistic company

Interaction Design Intern, LEGO Creative Play Lab Billund, Denmark

Aug - Dec 2019

Supported the LEGO Super Mario team in the development of new and more engaging play experiences, focusing on interaction and user experience

- Developed a proof of concept in Javascript for a new interactive web-based advertising campaign
- Created a variety of rapid prototypes to explore interactions and game mechanics for new LEGO sets
- Contributed to the design of new characters for the LEGO Super Mario game in its early stages

Education

MFA in Interaction Design, Umeå Institute of Design

Umeå, Sweden

2018 - 2021

Industrial Design Intensive, Umeå Institute of Design

Umeå, Sweden

2017 - 2018

BFA in Painting, Academy of Fine Art

Urbino, Italy

2011 - 2016

Skills

Graphic and visual design

Photoshop Figma
Illustrator Sketch
InDesign Blender 3D
After Effect
Premiere

Programming and Prototyping

Arduino React
Processing Javascript

Awards

[Codeinskij - IXDA 2022 - Finalist](#)

[Yoro - IXDA 2020 - Shortlisted](#)

About me

Fast learner

I do not hesitate to learn new skills and software. I believe as a designer it is important to be agile and ready for change. And you can trust me, with or without the need for it, I am always up to learn something new!

Bring it to life!

Programming is one of the most valuable resources that designers can have up their sleeve and I love making use of it whenever necessary. From tasks automation, to exploration and rapid prototyping I love going beyond the simple idea or sketch and bring things to life!