



AMOS CAPPELLARO

born in Vicenza, Italy on March 21st, 1996

UX/UI Designer for Scuderia Ferrari app, Ferrari Design System at Ferrari

CONTACTS

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ABOUT ME

Deeply passionate about the overlap between software development and design; fascinated by interaction design and related human factors. I get easily curious about interactive artifacts and enjoy learning about new topics. I consider myself a methodic, open-minded and collaborative person, having a great eye for detail. I embrace challenging tasks in a serious, meticulous and creative way, adopting user-centred and goal-directed design approaches, by seeking to bridge the gap between user research and design through interaction design methodology. I'm always eager to put theory into practice and gain experience.

PROFESSIONAL SKILLS

Prototyping [Progress bar] Sketch, Figma, Framer, InVision

Design Thinking [Progress bar] Interaction Design Methodology

Front-end Dev [Progress bar] HTML, CSS, JavaScript, React, Vue

Back-end Dev [Progress bar] Java, Python, SQL, Node

LANGUAGE PROFICIENCY

Italian [Progress bar] mothertongue

English [Progress bar] professional

Cambridge Advanced English Certified on April 2019 CEFR Level: C1

Spanish [Progress bar] beginner

Swedish [Progress bar] beginner

WORK EXPERIENCE

from September 2022 to present

UX/UI DESIGNER
Scuderia Ferrari app, Ferrari Design System

from January 2022 to June 2022

UX/UI DESIGNER - Master's Thesis
Plejd app

from November 2021 to January 2022

TEACHING ASSISTANT
TDA493 Graphical Interfaces

from June 2021 to July 2021

CONTENT & SENTIMENT ANALYST - Summer Job
Weatherlight

from March 2020 to May 2020

WEB DEVELOPER - Academic Traineeship
Develon Digital

from July 2016 to August 2016

COMMUNITY ASSISTANT - Summer Job
Jodel App

EDUCATION

from August 2020 to December 2022

INTERACTION DESIGN & TECHNOLOGIES
Master's Degree · GPA: 4.92_{5.00}

from September 2016 to July 2020

WEB TECHNOLOGIES & MULTIMEDIA
Bachelor's Degree

from September 2017 to present

INTERACTION DESIGN
Online courses

FEATURED PROJECTS

SPOTLIGHT - Digital UI Prototype
Activity-based groupmaking mobile app

CURRENT - Digital UI Prototype
Speculative design of a weather report mobile app

KIVA - Digital UI Prototype
Desktop video conferencing and collaborative design tool

PUBLICATIONS

STAKEHOLDERS AND VALUE IN THE NFT ECOSYSTEM
Mehmet Aydin Baytaş, Amos Cappellaro, Ylva Fernaeus

CERTIFICATIONS

PARIS TALENT SUMMIT, BERLIN TALENT SUMMIT ATTENDANCE
workshops with Google, TomTom, Augesco Ventures, Freeletics

VOLUNTEERING

STUDENT VOLUNTEER
ACM Creativity & Cognition 2022

POST-PRODUCTION VIDEO EDITOR
TEDxUdine

Ferrari
via Abetone Inferiore 4
41053 Maranello, IT



Plejd
Krokslätts Fabriker 27A
43137 Mölndal, SE



Chalmers University of Technology
Lindholmsplatsen 1
41756 Göteborg, SE



Weatherlight
Fyrmästaregängen 16
41318 Göteborg, SE



Develon Group
Via Retrone, 16
36077 Altavilla Vicentina, IT



The Jodel Venture
Anklamer Straße, 32
10115 Berlin, DE



Chalmers University of Technology
School of Computer Science & Engineering
41756 Göteborg, SE



Università degli Studi di Udine
School of Computer Science
33100 Udine, IT



Interaction Design Foundation
online learning platform
www.interaction-design.com



Fall 2021
CLS055 Mobile Computing



Spring 2021
DAT157 Designing User Experiences



Fall 2020
TDA493 Graphical Interfaces



ACM CHI 2022
Spring 2022 · New Orleans LA, USA



Talent Space
Spring 2016 · Berlin, DE
Spring 2018 · Paris, FR



ACM C&C 2022
Spring 2022 · Venice, IT



TEDxTalks
Spring 2017 · Udine, IT

