ANTHONY LOROSCIO
UX/Interaction Designer - Prototyper

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I'm a Designer coming from an engineering background. I'm a creative Thinker with a degree in Human-Computer Interaction. I use my **UX** training to understand user's needs, my **Industrial Design** skills to create products and my **Engineering** training to prototype them.

Sidebar skills

AR - VR - XR

3D Engine
Unity

Hardware - Material
Microsoft PixelSense

Interaction Design
Natural User Interface (NUI), Multimodal HCI, Tangible HCI (TUI)

INDUSTRIAL

3D Modeling
Rhino 3D, 3ds Max, Fusion 360, Blender

3D Rendering
Keyshot, Adobe Dimension

Sketching
Procreate, SketchBook

UX

Process
UCD, Design Thinking, Lean UX, Experience Prototyping

Research
Workshop, User Surveys, Interviews

Software Prototyping - No Code Dev
Bravo App, Bubble, Adalo, UXPin

UI

Visual - Layout
Sketch, Photoshop, Illustrator

Animation
After Effects, Flow

Visual Prototyping
Invision Studio, Figma, Adobe XD

DESKTOP

Front-End
HTML5, CSS3, JavaScript, TypeScript, Angular, Redux, Java, C++

MOBILE

Native
Swift, SwiftUI, Android Java SDK

Cross-platform
React Native, Flutter, Ionic

EMBEDDED

Hardware Prototyping
Arduino, Raspberry Pi, FPGA, Sketching in Hardware

PROJECT MANAGEMENT

Process
MVP, Agile - Scrum, Waterfall, V-Model

App
Trello, Notion, AirTable

Tools
Git, Jira, Confluence

EDUCATION

Engineering Degree Computer Science   *Human-Computer Interaction*
Polytech'Nice (Graduate Engineering School - Master of Science - GPA : 4.0)   2015-2018

Two-year university of technology degree   *Computer Science*
IUT INFO AIX (AMU University)   2013-2015

EXPERIENCE

Freelance Designer   2021 - present

UX / Interaction Designer - Software engineer   sept 2018 - march 2019
Thales
Designed and Developed several mobile Apps from scratch

DESIGN
- Set up User-Centered Design process and Service Design awareness within the team
- Led UX Research through quantitative and qualitative research (surveys, user interviews)
- Led UX Workshop
- Designed low and high fidelity Mockups
- Designed prototypes with InVision Studio

TECH
- Development of these mobile Apps from scratch autonomously

Check out these projects on my Behance **here** and **here**

Mobile developer *(apprenticeship)*   sept 2017 - sept 2018
Air France
Evaluation of the possibility of changing the Software Stack from Native (Objective-C) to Hybrid-Web (Ionic)

DESIGN
- Development of a complete Proof of Concept autonomously
- Evaluation of the stability and efficiency of the Hybrid-Web technology

TECH
- Redesign of several UI screens to improve the App usability
- Introduced the team to UI prototyping tools

PROJECTS

Cocktailize - *Product Design*   SwiftUI - Invision Studio
This app generates all the cocktails you can make with the ingredients you have. I did the UI/UX, the mockups, the prototyping and the development.
github.com/oranthony/Cocktailize-SwiftUI-2   *Available in the App Store*

ABOUT ME

I'm a creative thinker with an affinity for Design and New Technologies.

I have an **engineering degree in Computer Science and Human-Computer Interactions**. I'm passionate about **Design** and I like to craft new experiences to improve people's lives.

I use my skills in Engineering and Design to create and build prototypes.

App Portfolio *portfolio.loroscio.com*

AR

Thales: EDF AR Hub
Role: UX/UI Designer

I was given the responsibility to redesign an app for a client. They were looking to build an AR experience to help people track the electrical consumption of devices in their houses. **I was in contact with the client and the developers** to make sure that the product was technically viable and not rejected again by the client.

Natural User Interface (NUI)

Mysterium
Scholar project

We build a board game with tangible, multi-device and **multimodal Interactions**. The goal was to build a game with a NUI.

Computer Vision

OpenCV Animoji
Personal project

I tried to recreate Apple Animoji using only the front camera and OpenCV. I used **Objective-C++** and **machine learning** models.

Design Portfolio *portfolio.loroscio.com*

EDR with AR

edr.loroscio.com

Concept of an EDR helping a disabled person with groceries. The user has a pair of AR Glasses to aim at the product he wants. He also has a smartwatch to communicate with the robot. I followed the ISO dialogue principles (9241-110) and Kahn's design pattern for sociability in Human-Robot Interaction.

Interaction Design	Industrial Design	Storyoarding

Keyshot	Rhino3D	Blender	Unity

Smart Watch

watch.loroscio.com

A Redesign that aims to improve the usability of the watch. The key to this concept is the Rotating Crown. This is a new interaction method that gives more affordance (Rotate Up and Down to select, Click to validate).

Interaction Design	UX Design	Usability

MacBoard

macboard.loroscio.com

A complete Mac in a keyboard. More than just the MacBoard itself, this concept study the possibility of linking together multiple Mac to create a unified environment working with very high speed Wifi : WiGig. One example is the possibility to share computing power between Mac computers.

Hardware Engineering	Industrial Design

AR Glasses
Point at where you look at to inform the robot

Smart Watch
Input Method

Pick up and show product

Put it in the cart