



# Manuel Reale

## ABOUT ME

Hi! I am Manuel, I'm a Digital and Interaction Design student at Politecnico di Milano. I've always been very curious and liked to learn and tinker with everything; this allowed me to gain wide theoretical and practical knowledge across multiple fields as well as developing a problem solving attitude.

I design *meaningful user experiences* mixing *effective interactions* and the **right technologies**



## UX/UI DESIGNER



- UX Research and Mapping
- Usability Testing
- Interface Design/Prototyping (Figma/XD/Protopie)
- Adobe Suite
- Microsoft Office

## CODING/TECHNOLOGY TINKERER



- C#/++
- JS (Web, P5.js, THREE.js)
- HTML 5/CSS
- Arduino
- Python

## 3D MAKER



- Blender
- C4D
- 3D Printing Prototyping
- Unity AR/VR

## ✉ CONTACTS

328 311 6701

manuel.reale2000@gmail.com

[linkedin.com/in/manuelreale/](https://www.linkedin.com/in/manuelreale/)  
Milan, Italy

## 💬 LANGUAGES

**Italian:** Native

**English:** Fluent

## ⚙ INTERESTS

- Videogames and VFX
- Space Exploration
- Technology

## 📁 PORTFOLIO

[www.manuelreale.com](http://www.manuelreale.com) NEW



INDEX

TAGS

JOURNALIST'S T. <sup>[01]</sup>

ARIA <sup>[02]</sup>

FLOW <sup>[03]</sup>

OIKIA <sup>[04]</sup>

PASTACHUTE <sup>[06]</sup>

INTERTWINED <sup>[05]</sup>

UX/UI

PRODUCT

VISUAL

VR/AR



# JOURNALIST'S THREAD [2022]

UX/UI



## DESCRIPTION

The Journalist's Thread is a **machine learning based tool** that support decision making during the newsgathering process. The service was developed in collaboration with journalists and embodies journalistic values, turning the average journalist into a Data Journalist without having to worry about algorithmic bias.

## SKILLS AND TOOLS

UX Research  
AI Envisioning  
UI Prototyping, Figma  
Usability Testing  
Branding

## TEAM

Me!  
Matteo Paoli  
Marco De Cristofaro  
Andrea Simeone  
Elie Barakat

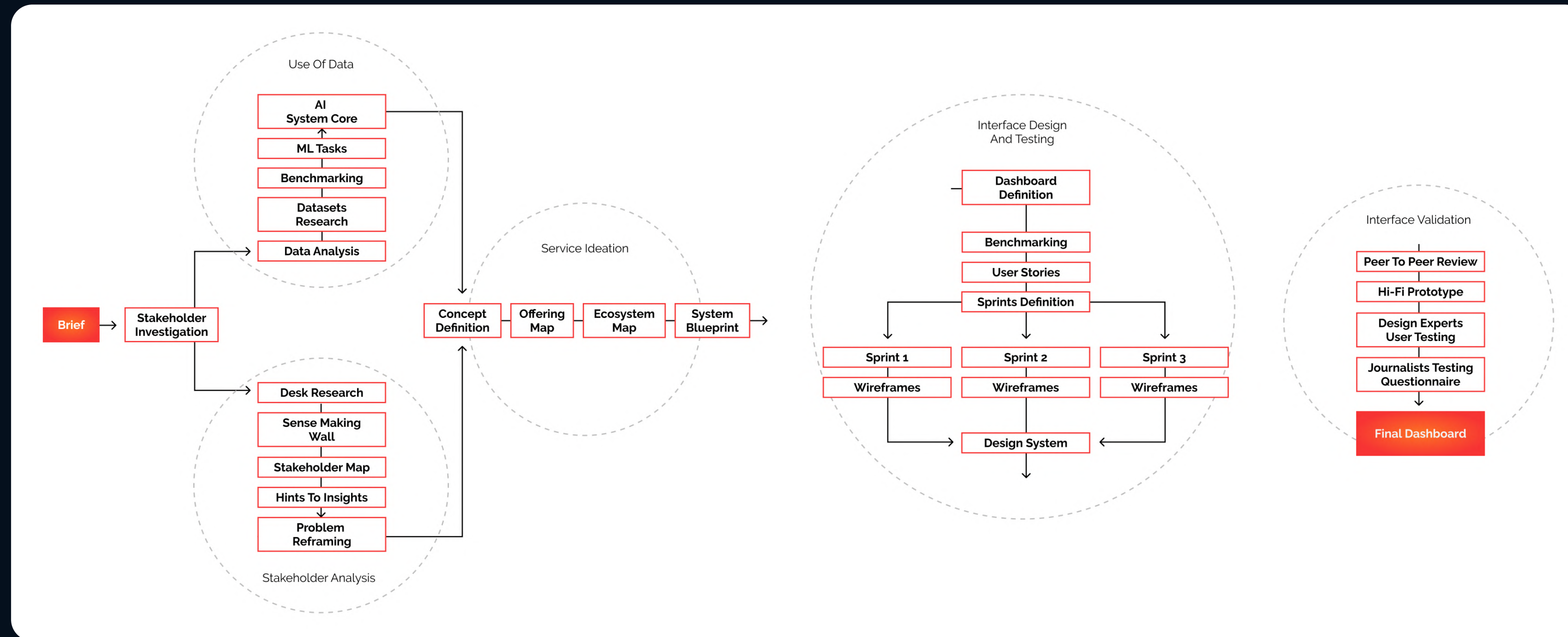
## LINK/FILES

[Prototype](#)  
[Technical Report](#)  
[Website](#)  
[Youtube Video](#)

See more here:  
[manuelreale.com/tjt](https://manuelreale.com/tjt)

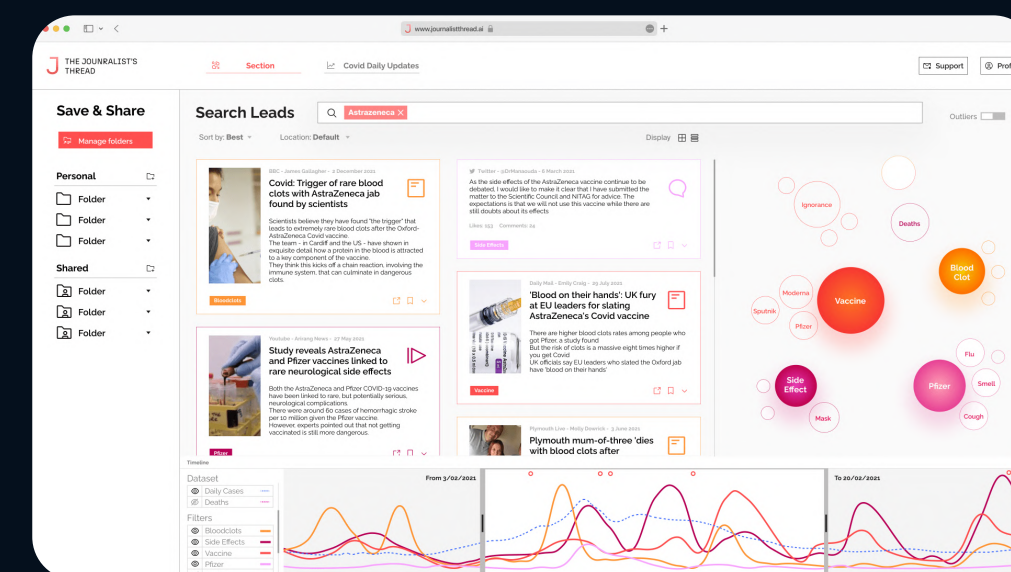
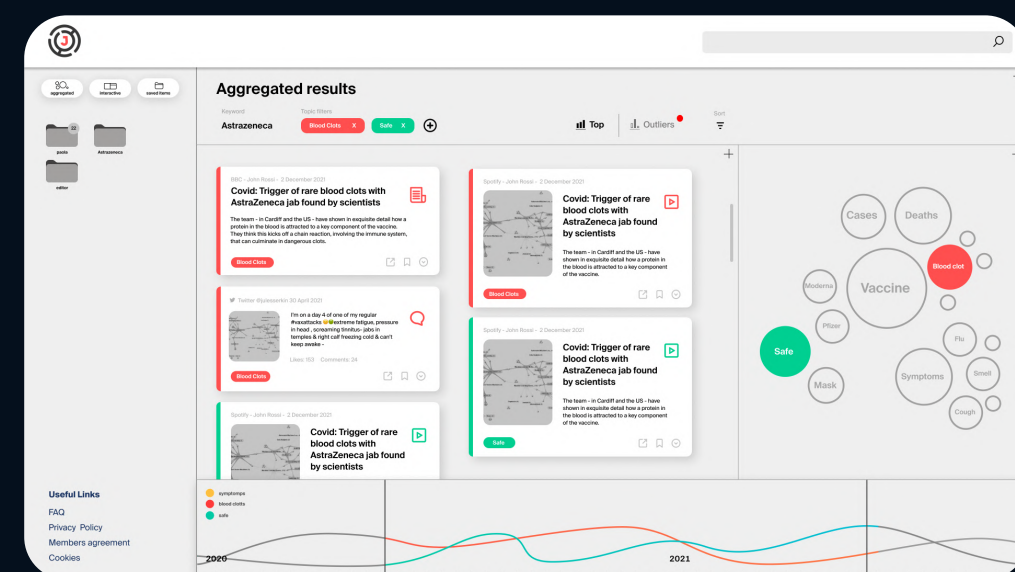


## METHODOLOGY



The project started with the brief to create an AI based tool for journalists. The first step for the team was to **research the main stakeholder and their needs**, followed by a research on how to approach the main features through AI and Machine Learning.

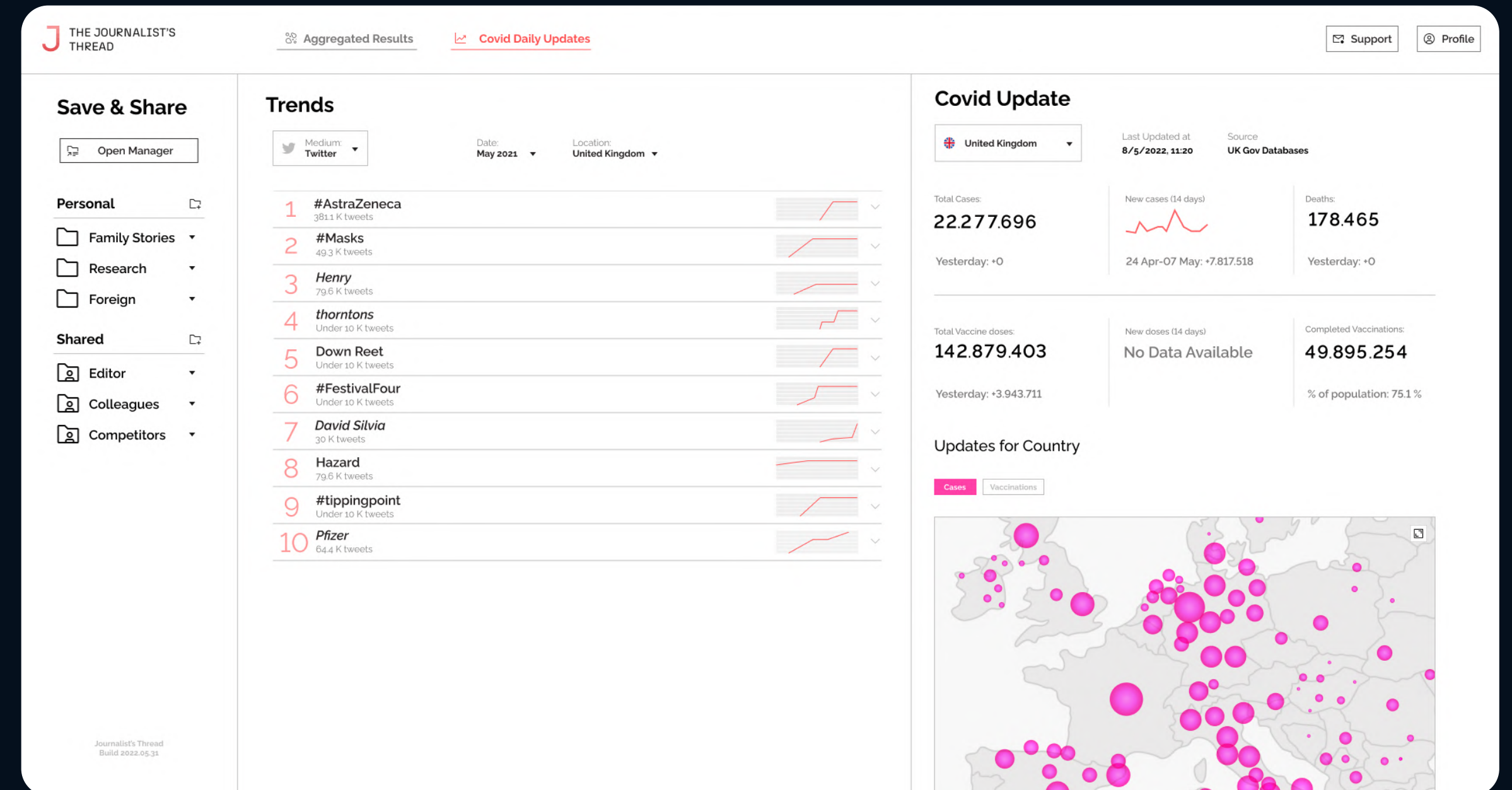
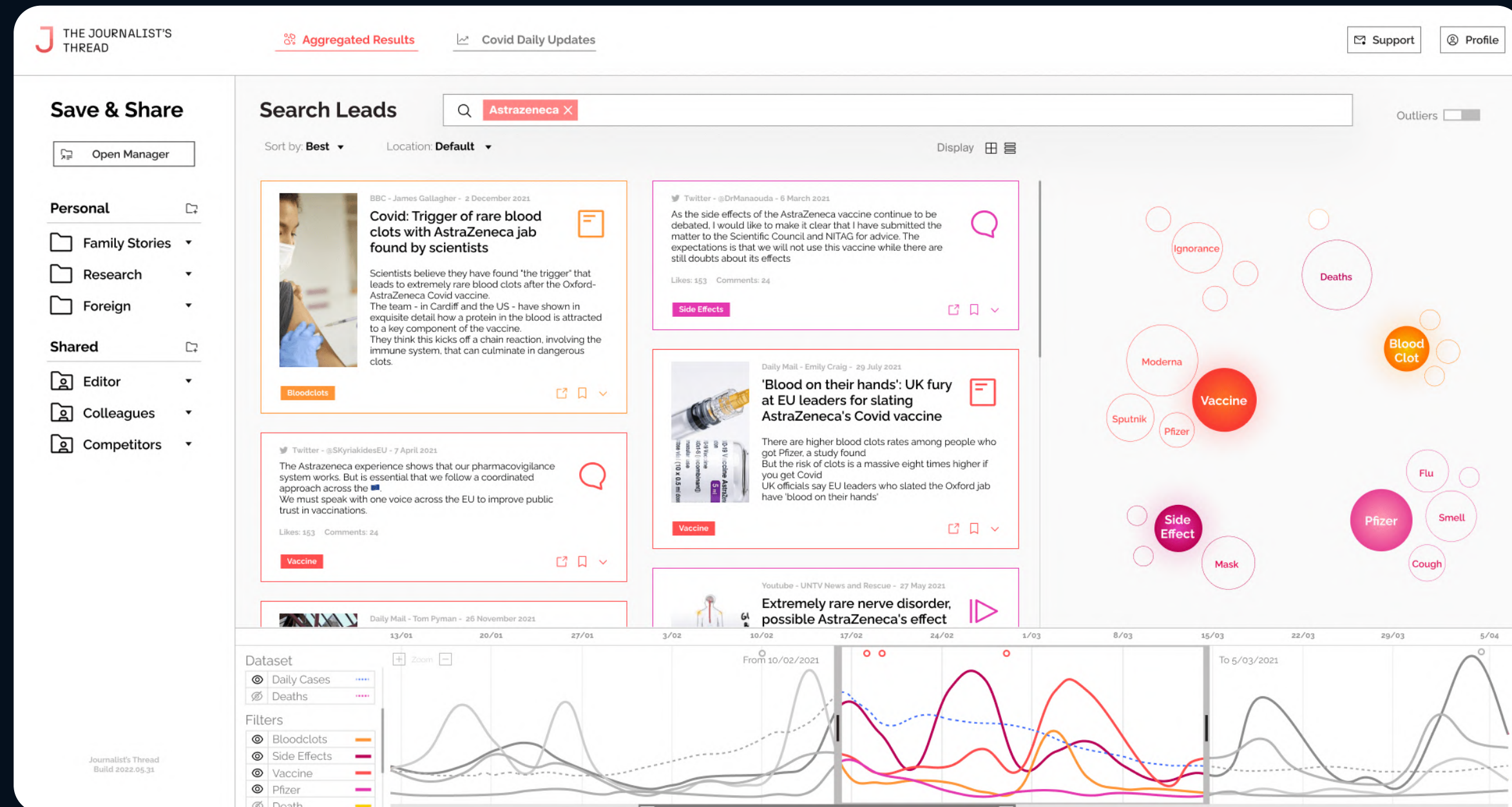
## FROM WIREFRAME TO HI-FI PROTOTYPE



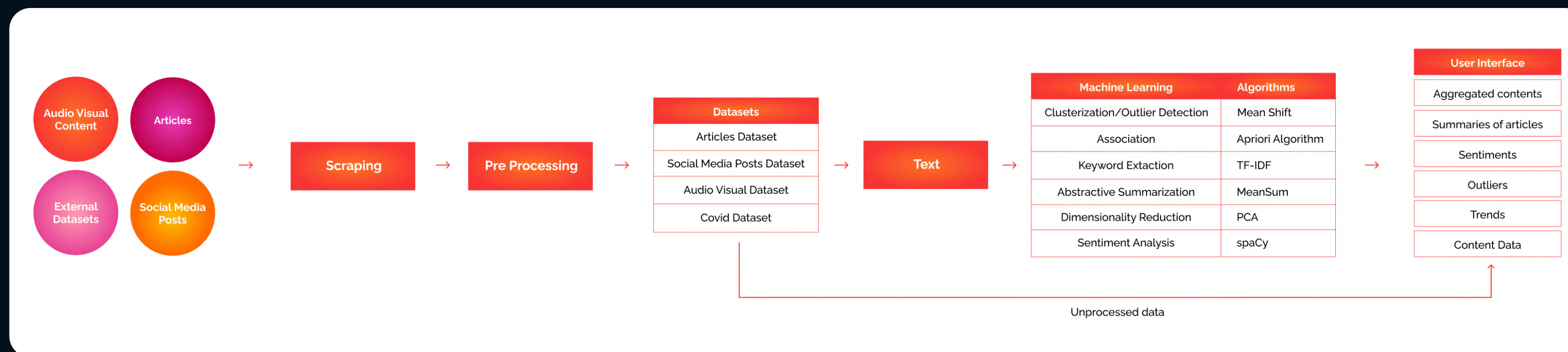
Through an **Agile methodology** the team approached the interface design phase in different sprints of wireframes and testing followed by a validation phase with experts and the stakeholders.



# INTERFACE



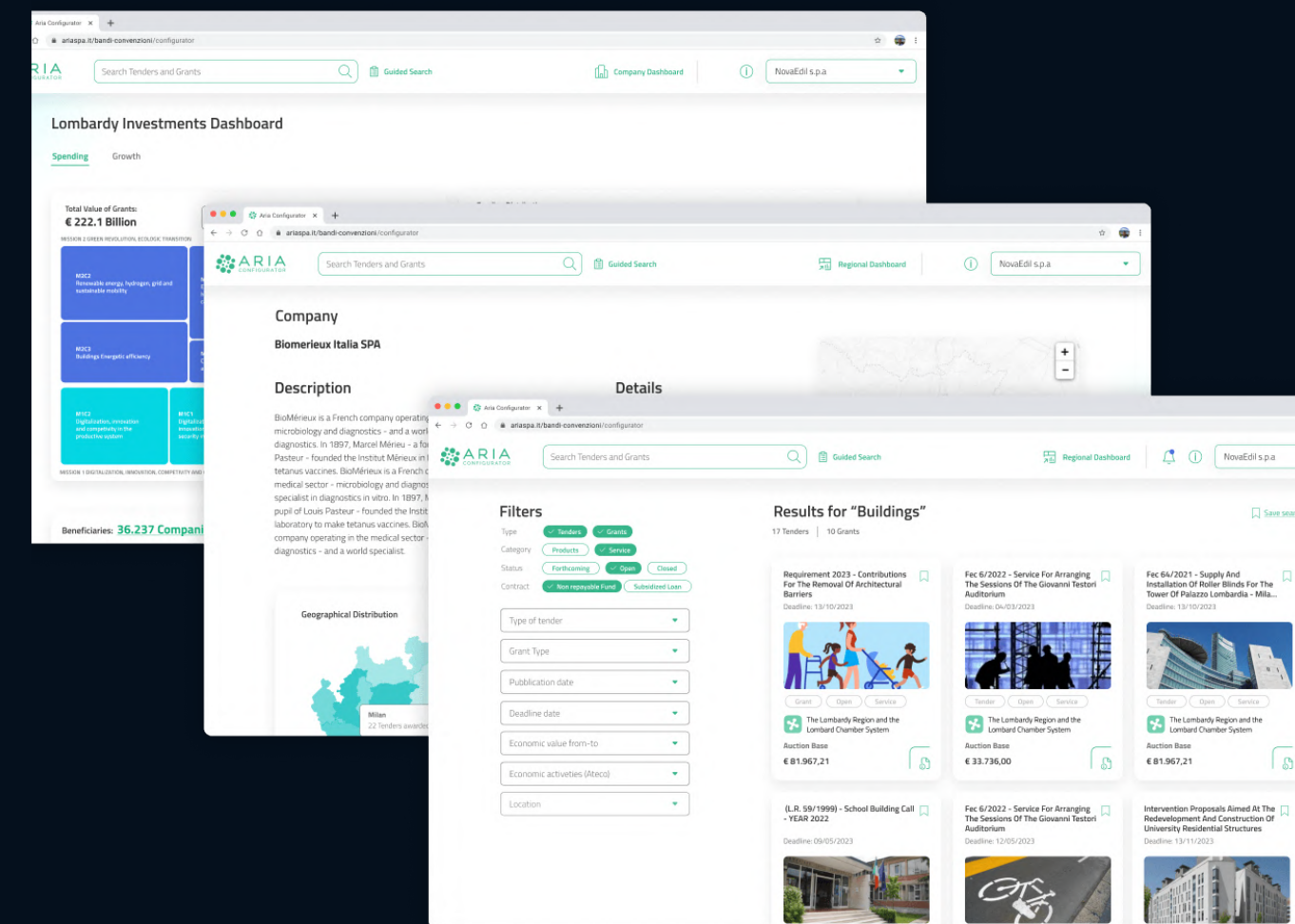
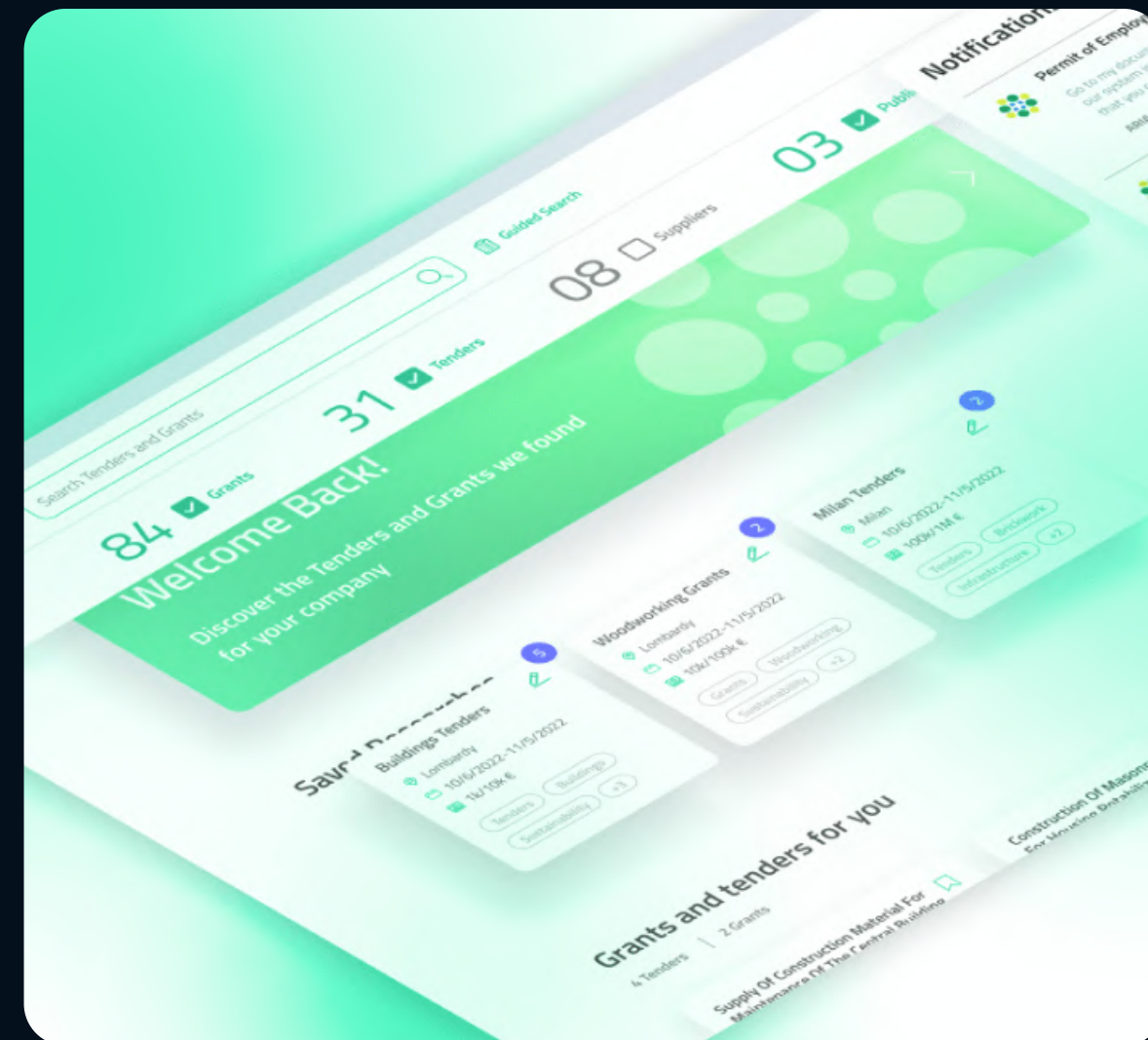
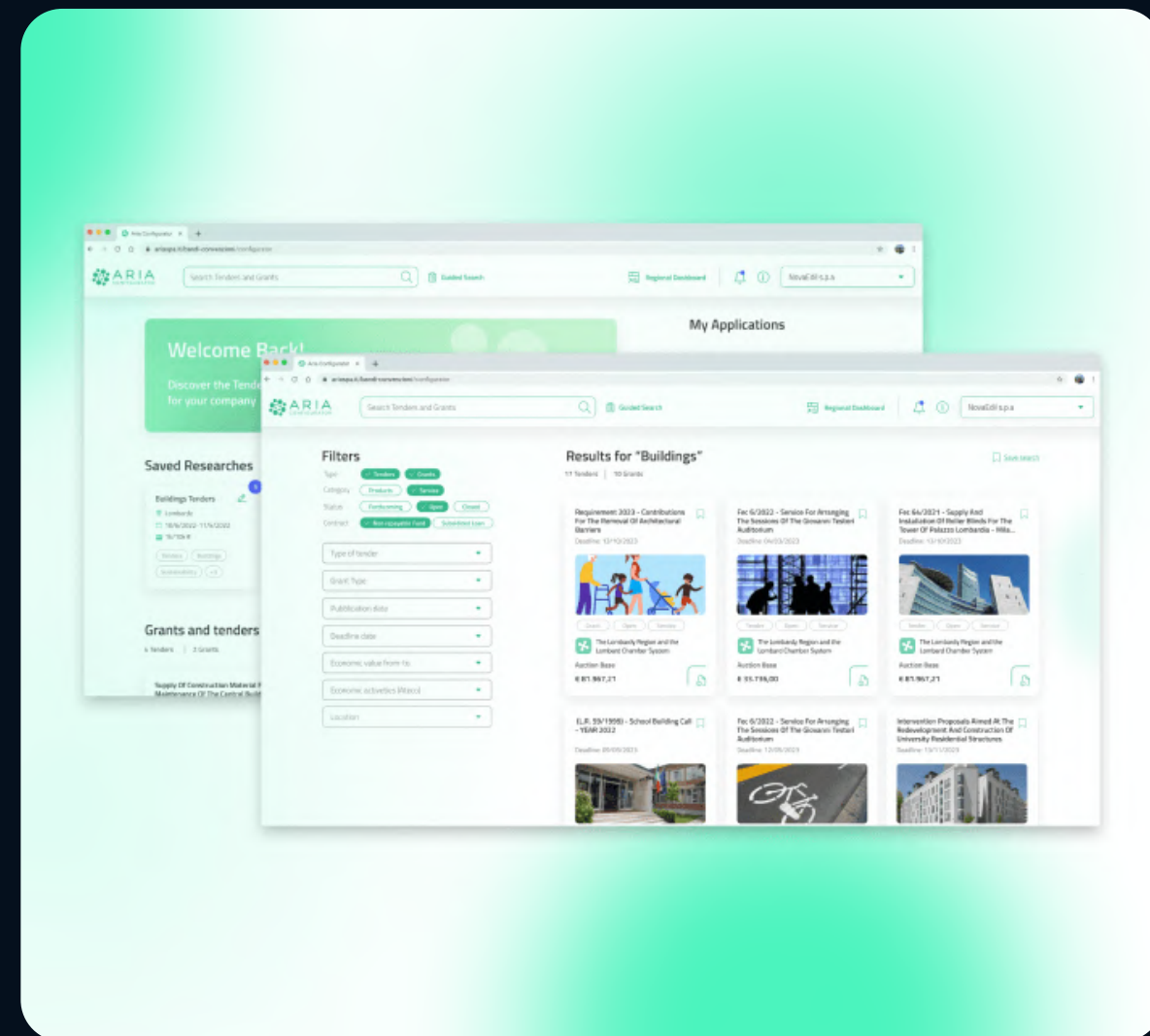
# AI MODEL





# ARIA [2022]

UX/UI



## DESCRIPTION

Aria Configurator is **a portal connecting SMEs (Small and Medium Enterprises) with Public Administrations** to ensure a responsible allocation of public funds. Companies will use the platform in order to find and follow grants and tenders offered by Public Administration and stay updated on the latest policies.

## SKILLS AND TOOLS

UX Research  
Data Analysis  
UI Prototyping, Figma  
Usability Testing

## TEAM

Me!  
Marco De Cristofaro  
Elie Barakat  
Martine Saxebøl

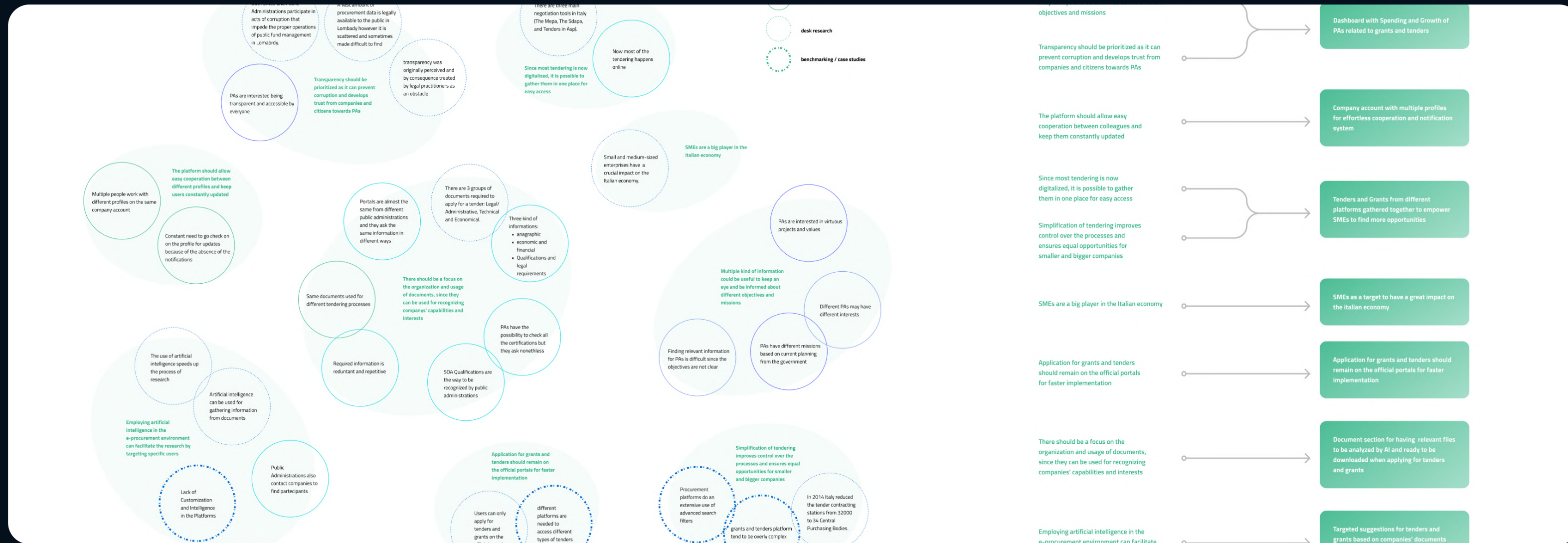
## LINK/FILES

[Report.Pdf](#)  
[Youtube Video](#)

See more here:  
[manuelreale.com/aria](https://manuelreale.com/aria)

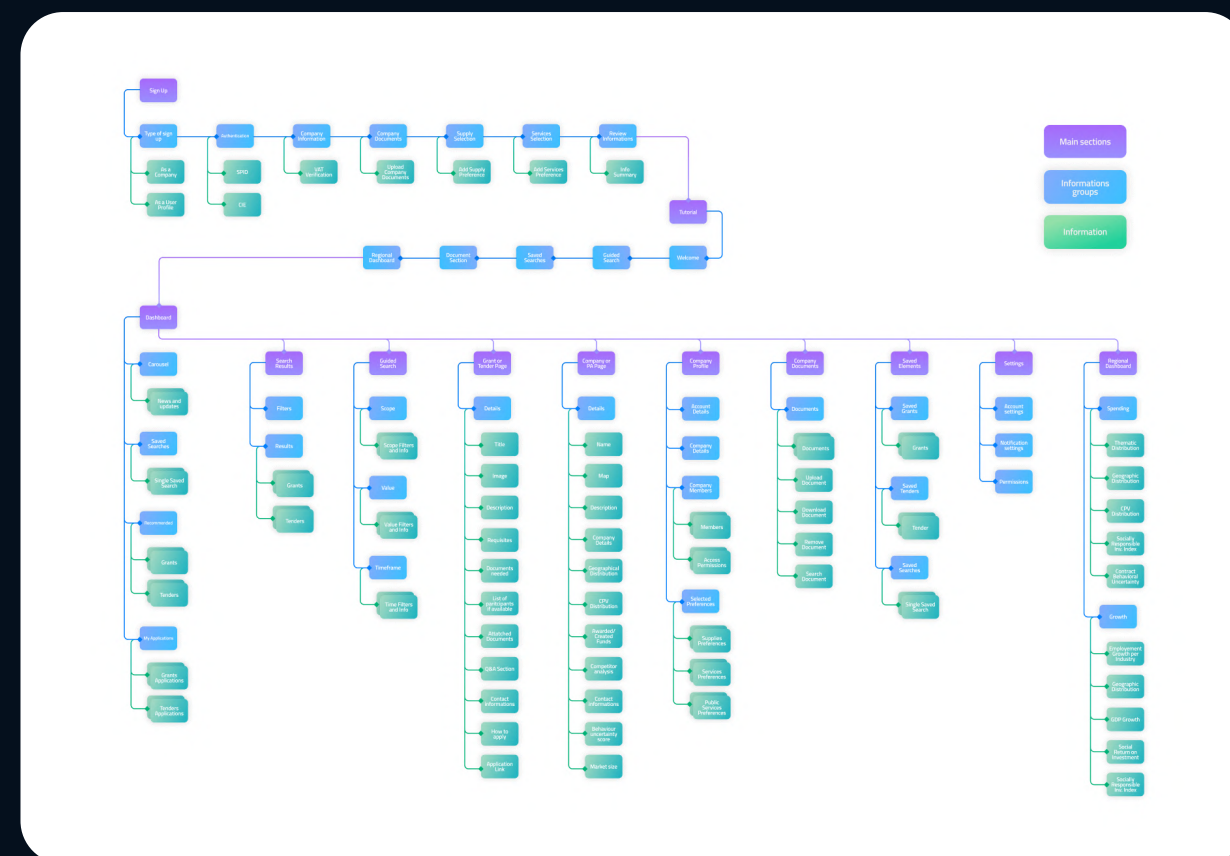


# DESK RESEARCH AND INTERVIEWS



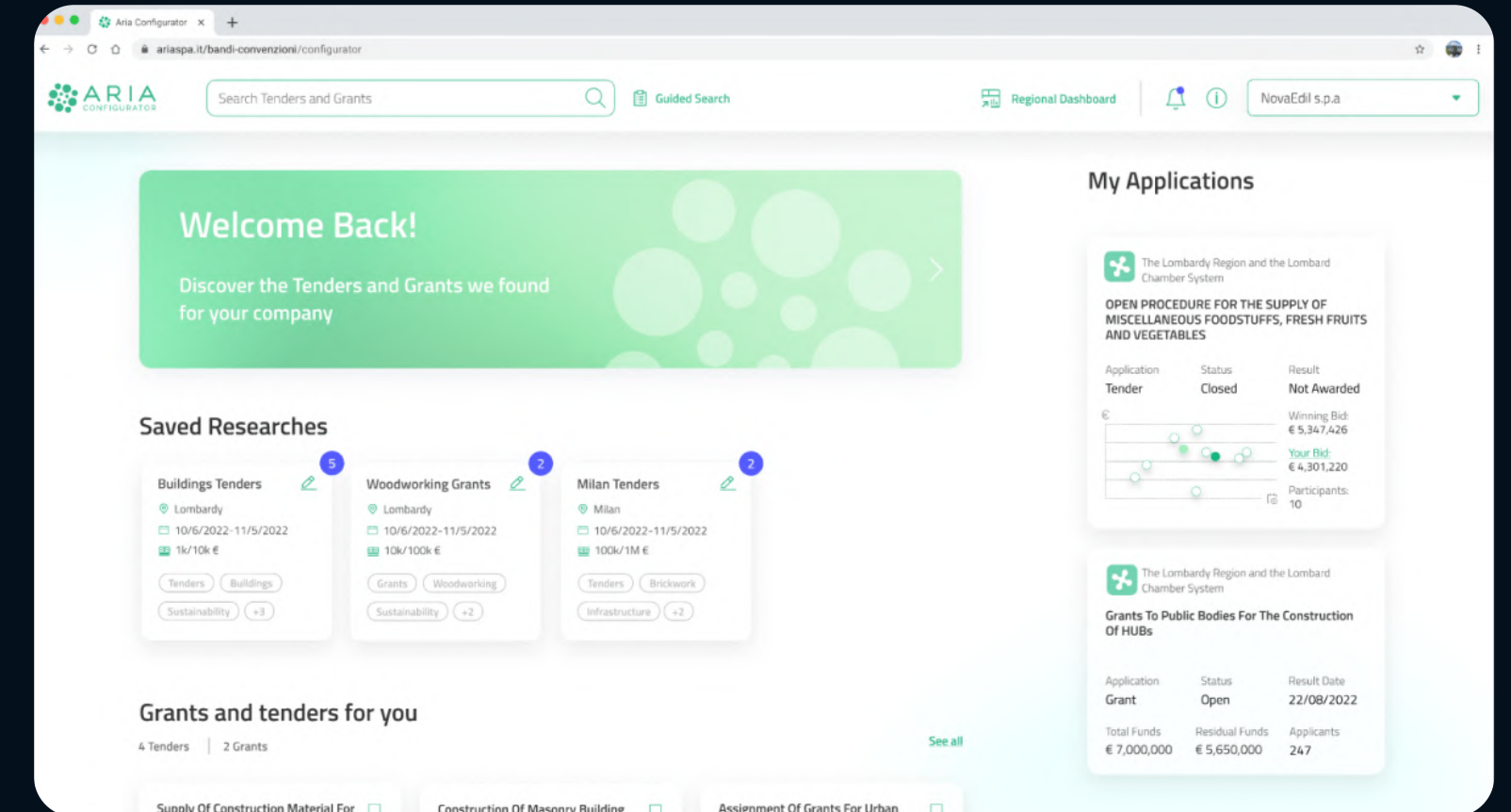
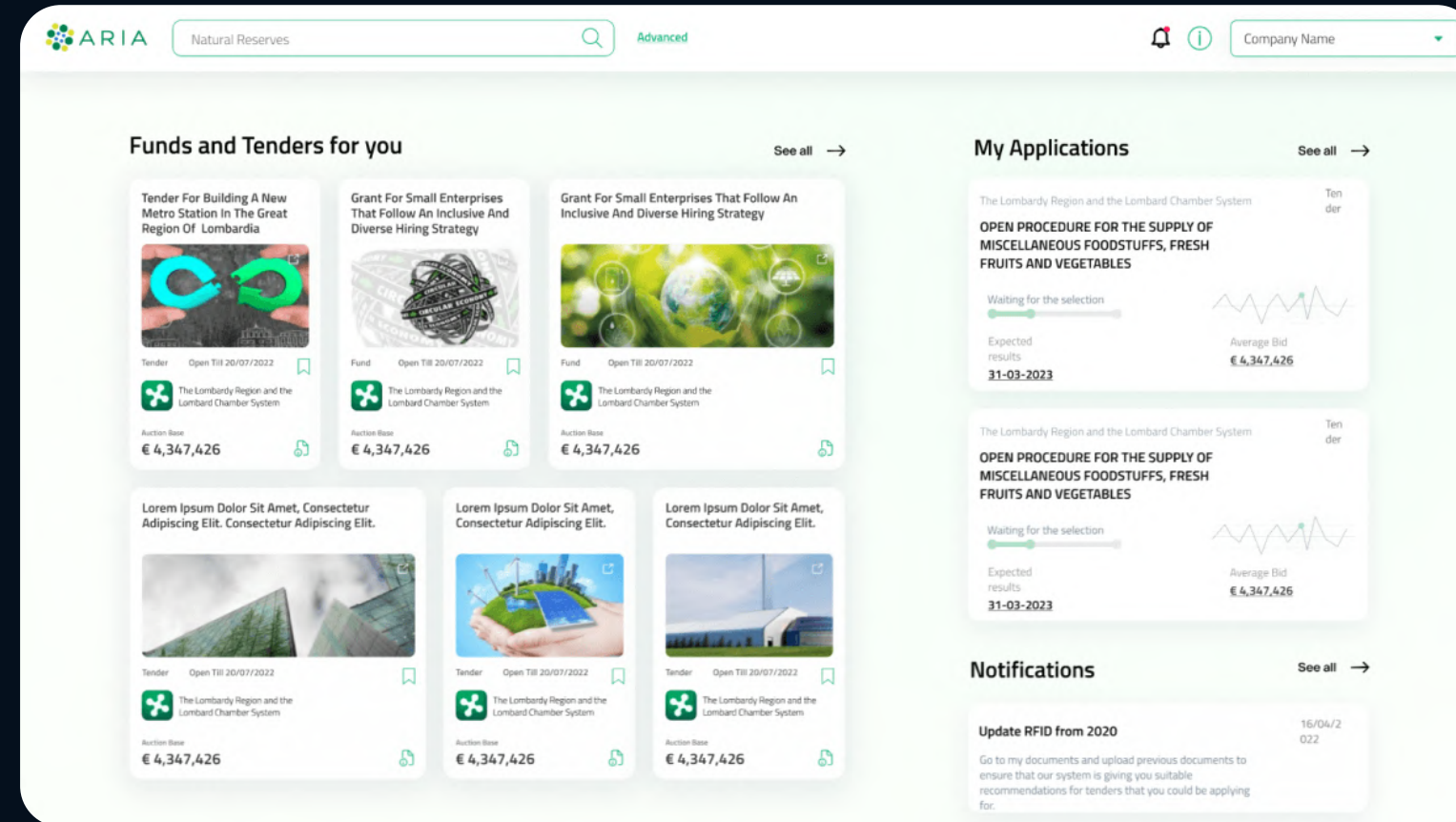
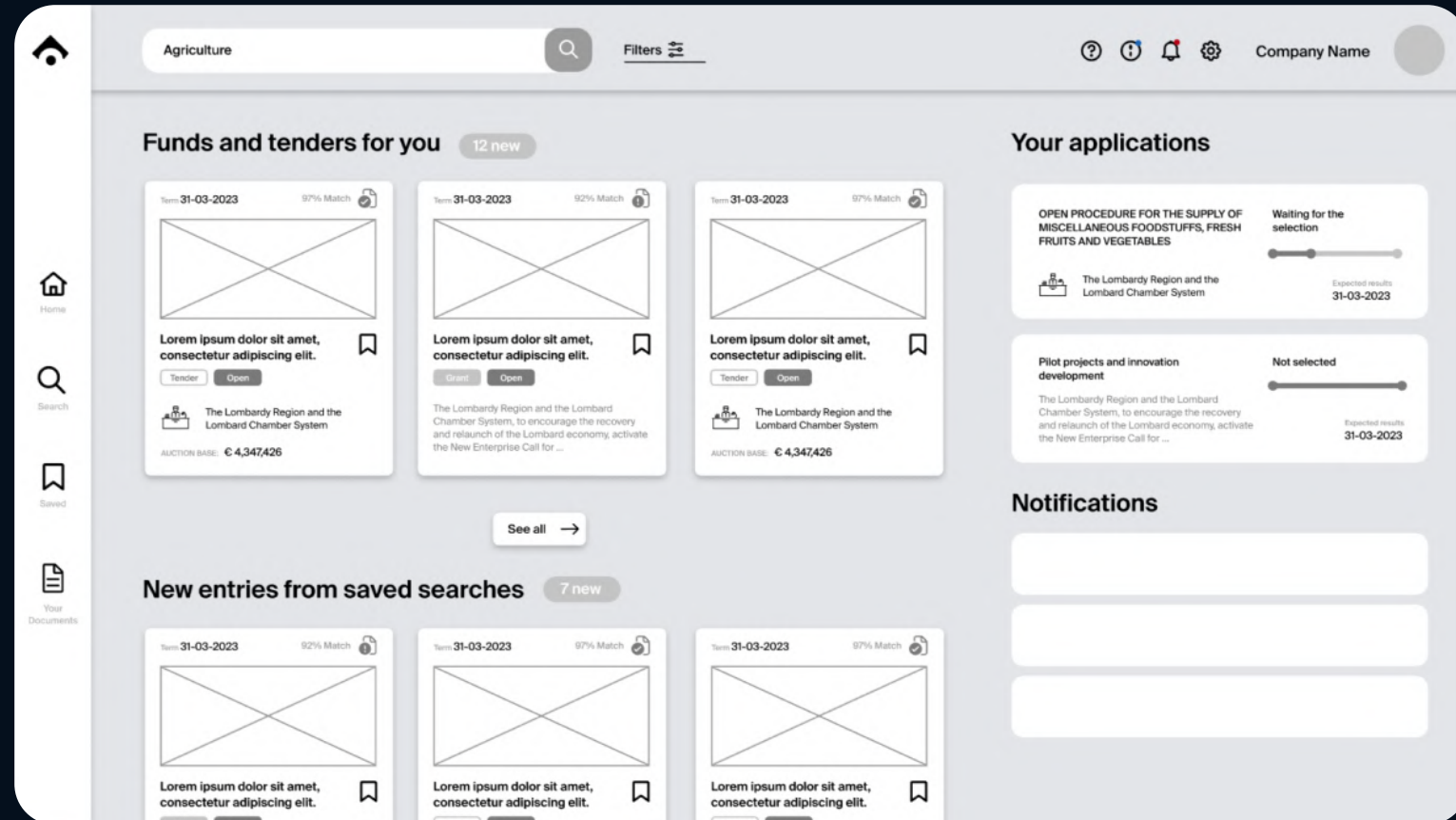
The project started with a **desk research** phase where legal, economical and societal knowledge about the topic was gathered, then the team performed **interviews and shadowing** with experts of the sector, and **benchmarking** of similar platforms. This allowed the team to collect a series of hints that would be then triangulated into project insights.

# CARD SORTING, INFORMATION ARCHITECTURE AND USER JOURNEY

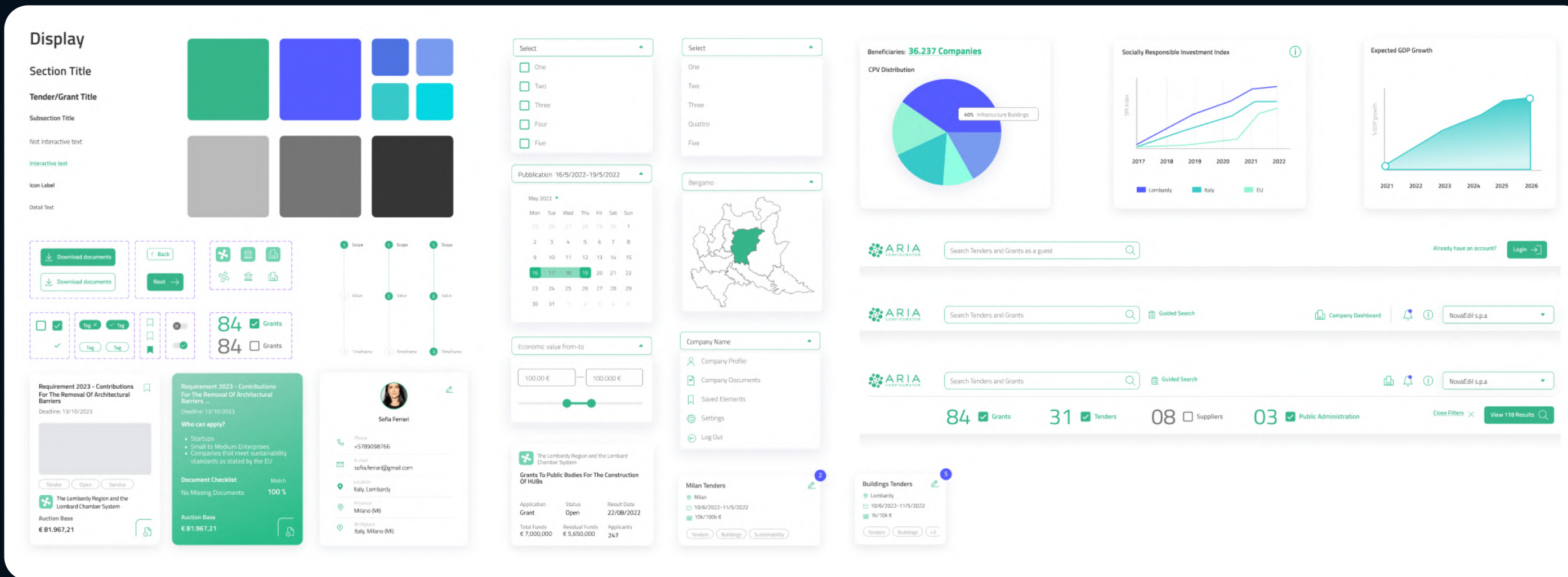




# ITERATIVE DESIGN



# DESIGN SYSTEM AND VALUE PROPOSITION CANVAS





# FLOW [2022]

UX/UI

PRODUCT



## DESCRIPTION

Flow is a wearable device that allow people to experience **generative music creation** through an unconventional interaction model: measuring touch, pressure and distance between two participants.

## SKILLS AND TOOLS

UX Research  
3D Printing  
UI Figma And Protopie  
Arduino

## TEAM

Me!  
Yuqing Su  
Xiyuan Hu  
Martine Saxebøl

## LINK/FILES

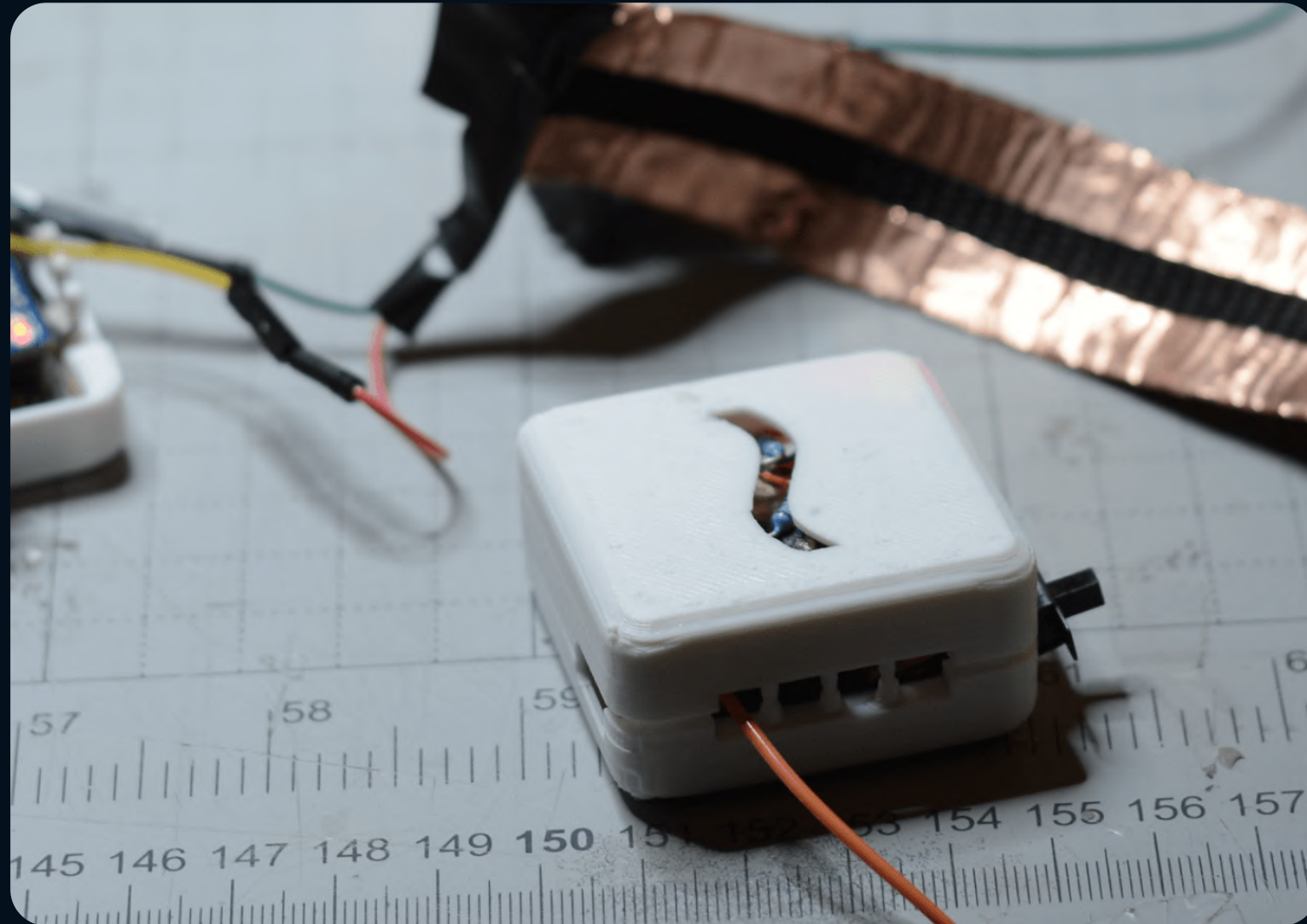
[Youtube Video](#)

See more here:

[manuelreale.com/flow](https://manuelreale.com/flow)

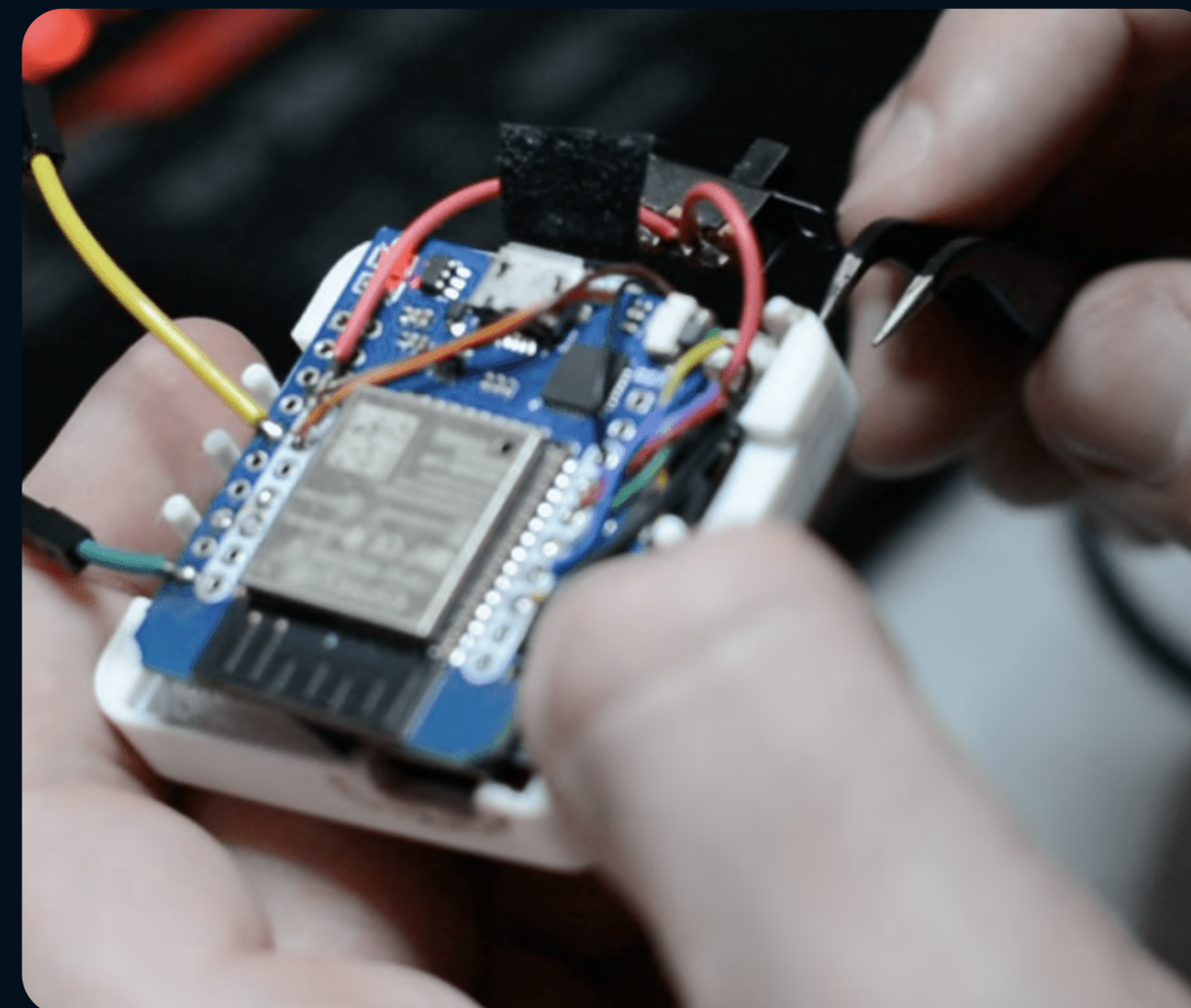
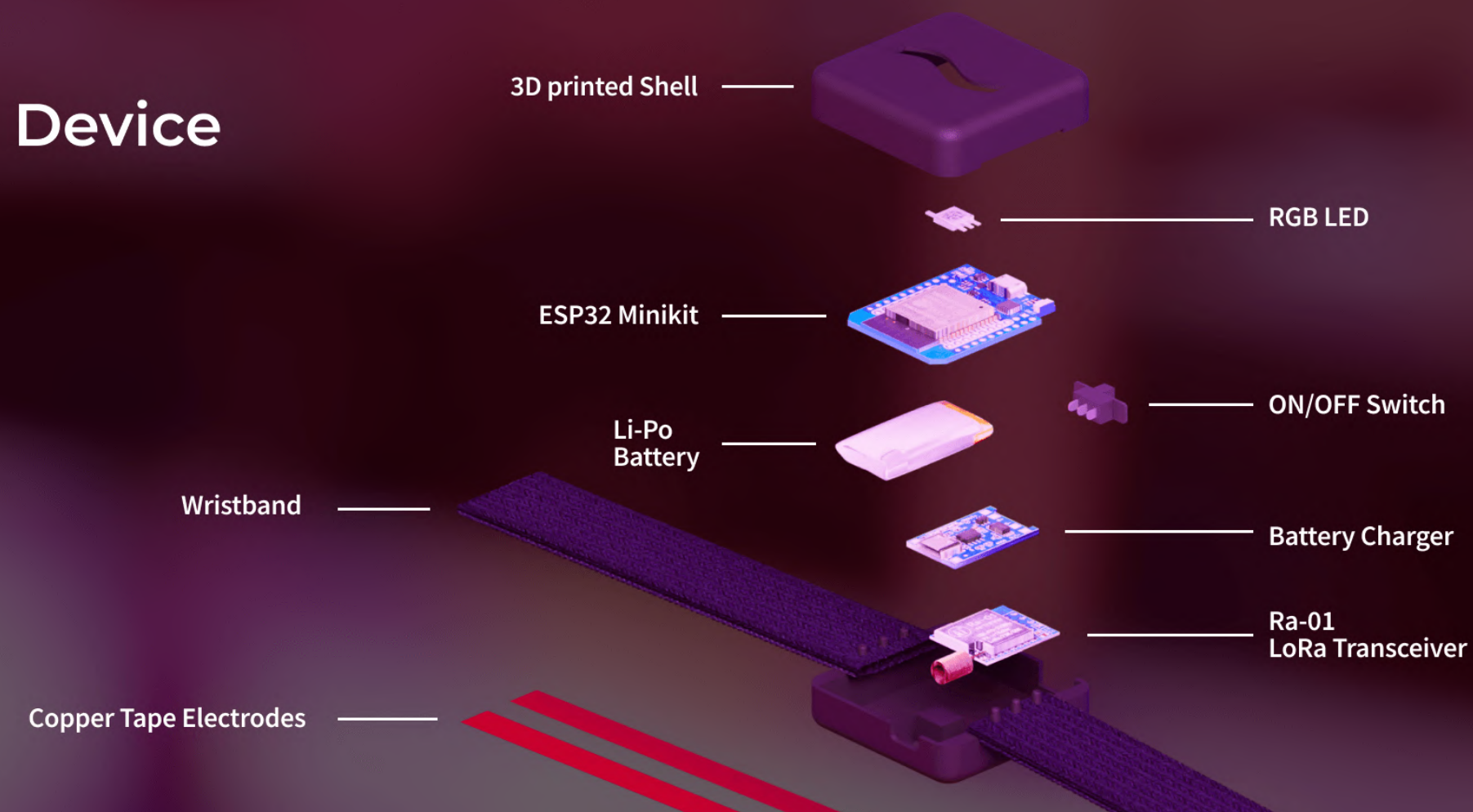


## PHYSICAL PROTOTYPING



To make the product work two problems needed to be fixed; first how to detect the distance between the two wearables, and secondly, how to detect two hands touching without a shared ground; the first problem was solved by using two LoRa (long range) transceiver and measuring the RSSI (Received signal strength indication).

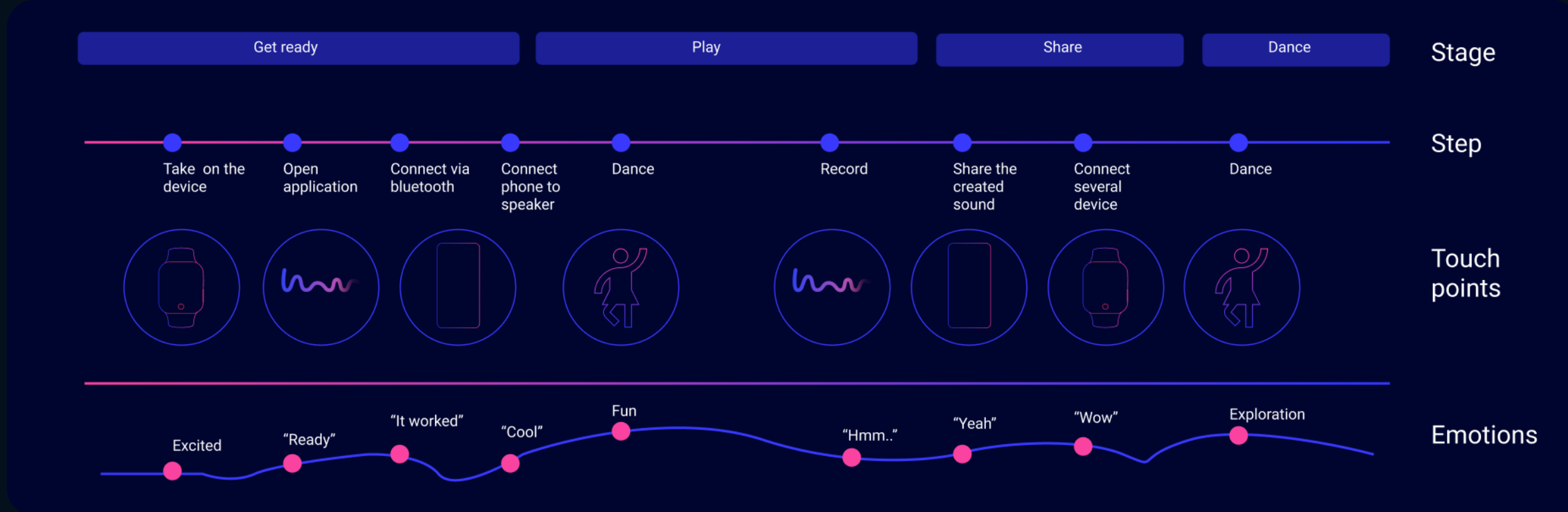
### Device




The second problem was instead solved by creating a high frequency, around 8Mhz, on the transmitter, and through a Filter+Amplifier circuit on the receiver it was possible to detect the oscillation through the hands of the participants when they were touching. The technique was largely inspired by Andy Kong's Body Channel Communication Blog, which was inspired by a Disney Research Paper.



## PERSONAS AND USER JOURNEY



**Pina**  
25 year Student



**Bio**  
Pina is a dancer she loves to explore how the body moves all the beautiful things in the world, she is outgoing and energetic all the time, always shares wonderful things with others.

**Dislike**

- Boredom
- Negativity
- Cats

**Values**


- Dance
- Family
- Job
- Dogs
- Technology

**Creative**

**Open**

**Explorer**

**Alan**  
21 year Student



**Bio**  
Alan is a college student and likes to explore all the new and interesting technology products. After class, he usually goes to the bar to socialize for some relaxation.

**Dislike**

- Structure
- Boredom
- Rats

**Values**

- Friends
- Family
- Dance
- Music
- Travel

**Social**

**Open**

**Funny**

## MINIMUM VIABLE PRODUCT AND TESTING

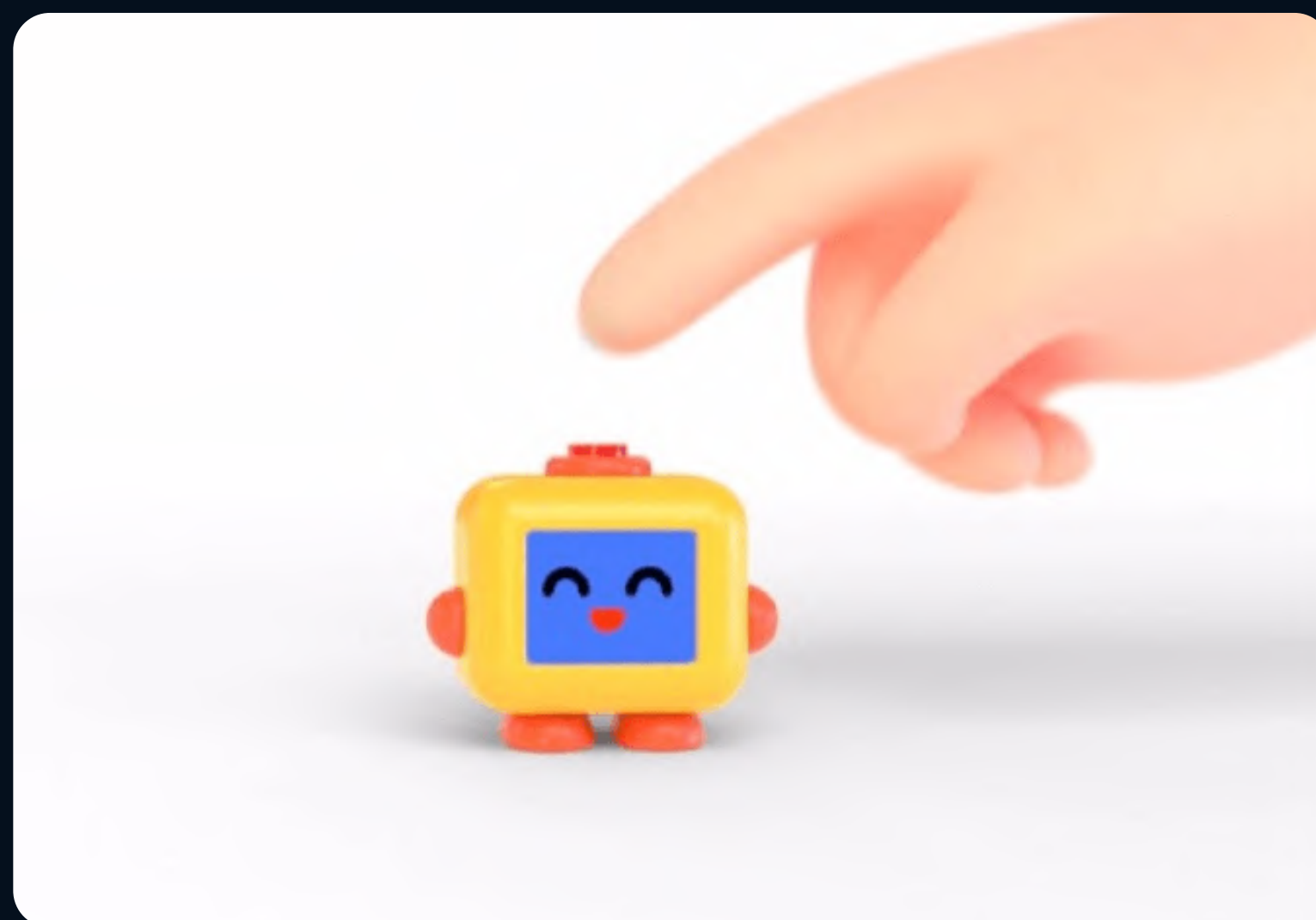




# OIKIA [2020]

UX/UI

PRODUCT



## DESCRIPTION

Oikia teaches students the value of hospitality by generating **artificial intelligences that travel in search of hospitality**, giving out rewards based on the type of stay. Children can choose whether to welcome them or not, to pursue profit or ethics, approaching the activity differently.

## SKILLS AND TOOLS

UX Research  
Product Design  
Arduino Prototyping  
UI Prototyping  
3D Printing  
3D Animation

## TEAM

Me!  
Martino Biancardi  
Alessandro Raimondo  
Lucrezia Valentini

## LINK/FILES

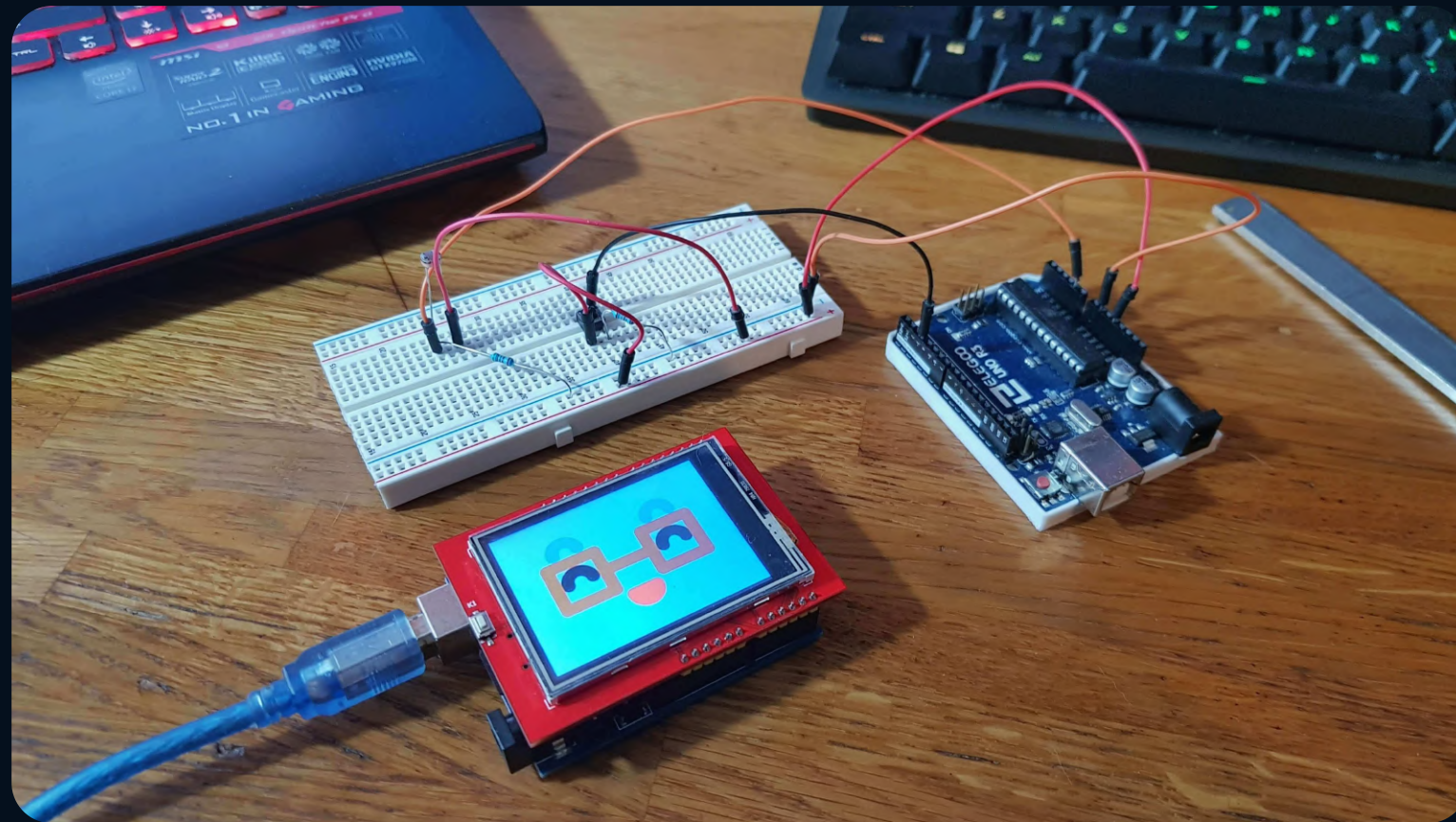
[Figma Website](#)  
[Project Website](#)  
[Report ITA](#)  
[Youtube Video1](#)  
[Youtube Video2](#)

See more here:

[manuelreale.com/oikia](https://manuelreale.com/oikia)

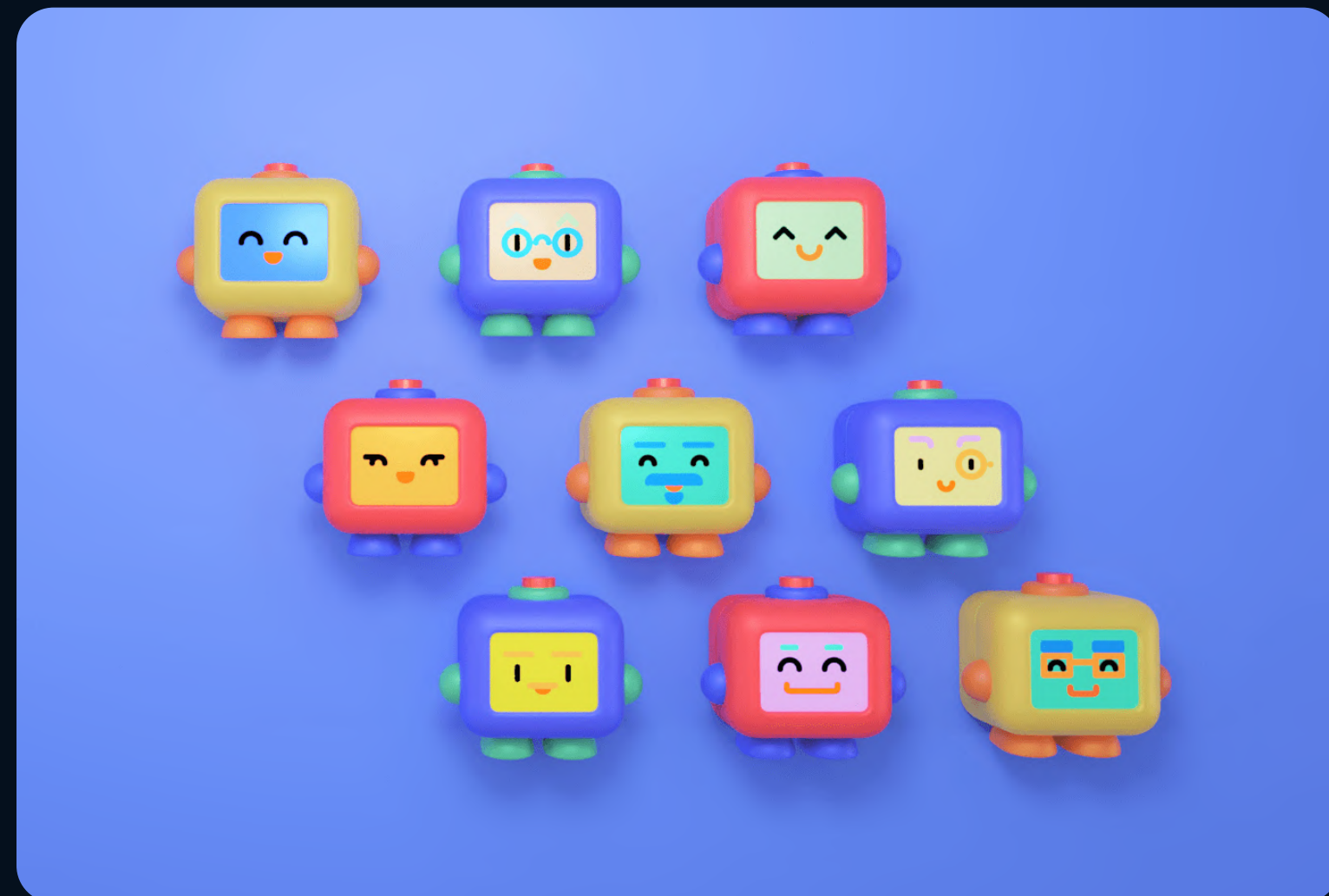


## PHYSICAL PROTOTYPING



The host shell was made by SLA **3D Printing** and the electronics were made with an **Arduino Board** and a 2.4' display.

## HOST INTER-FACE



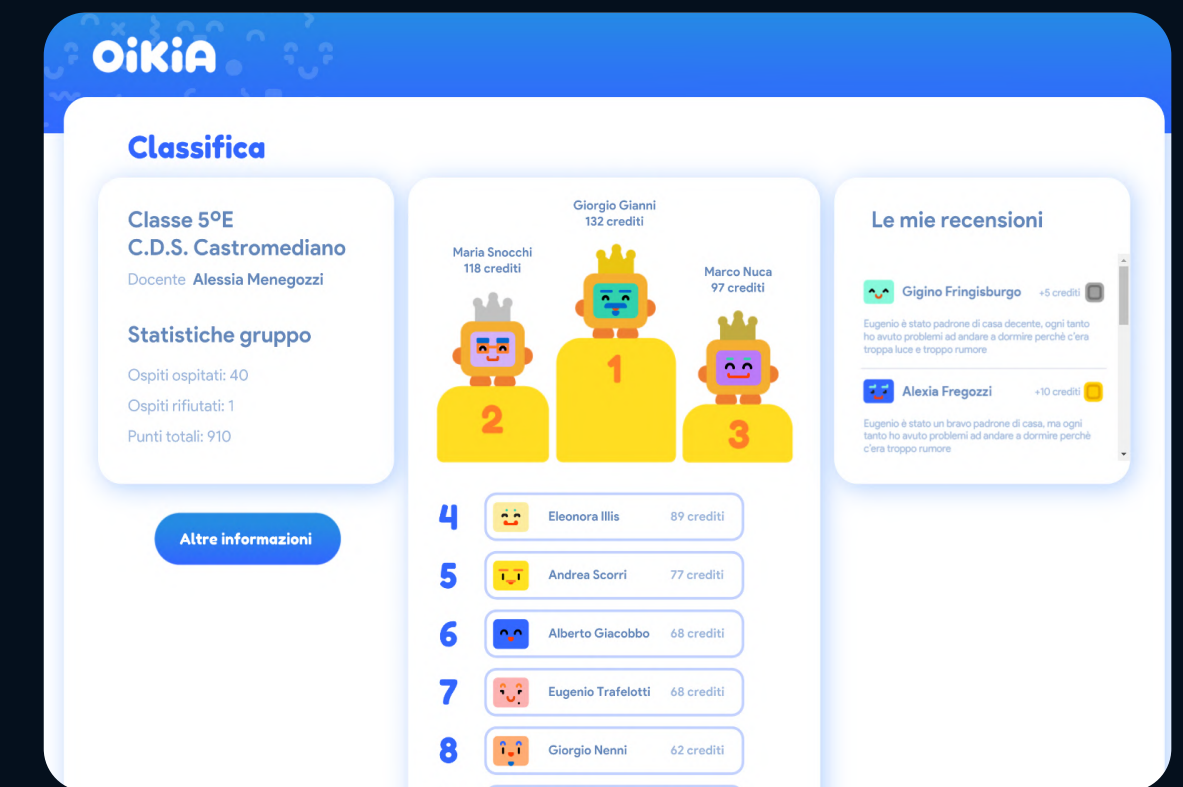
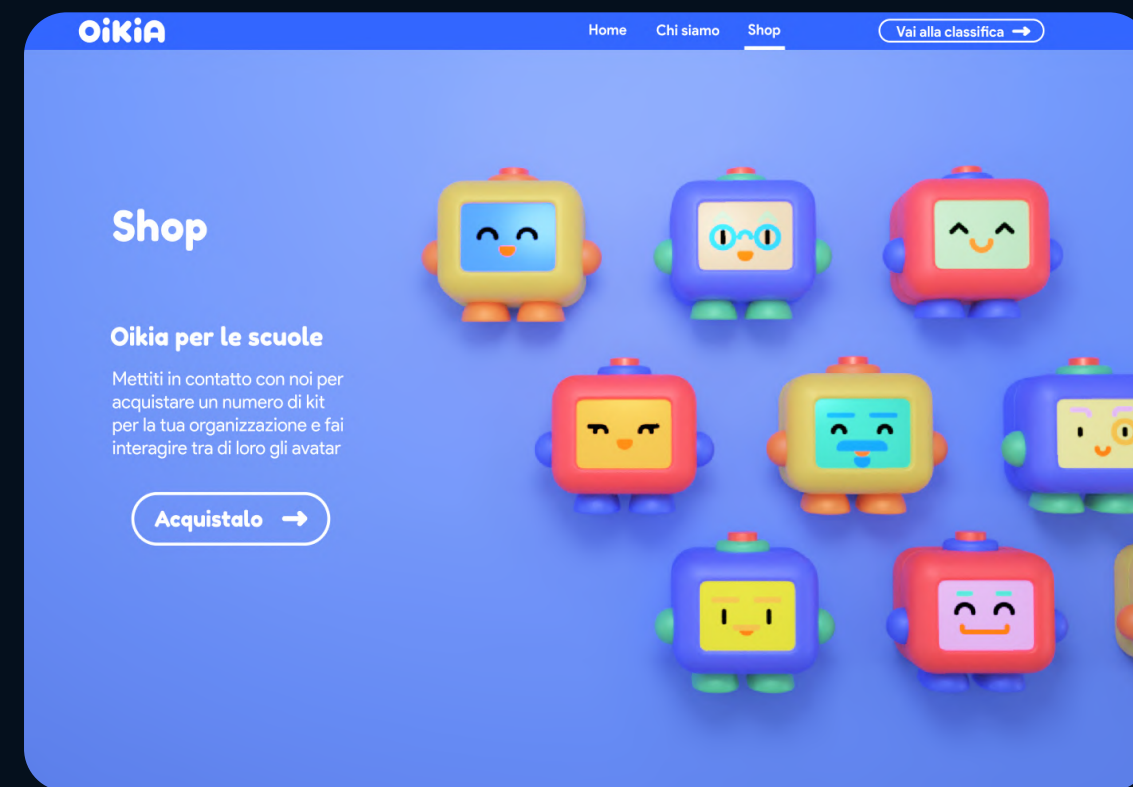
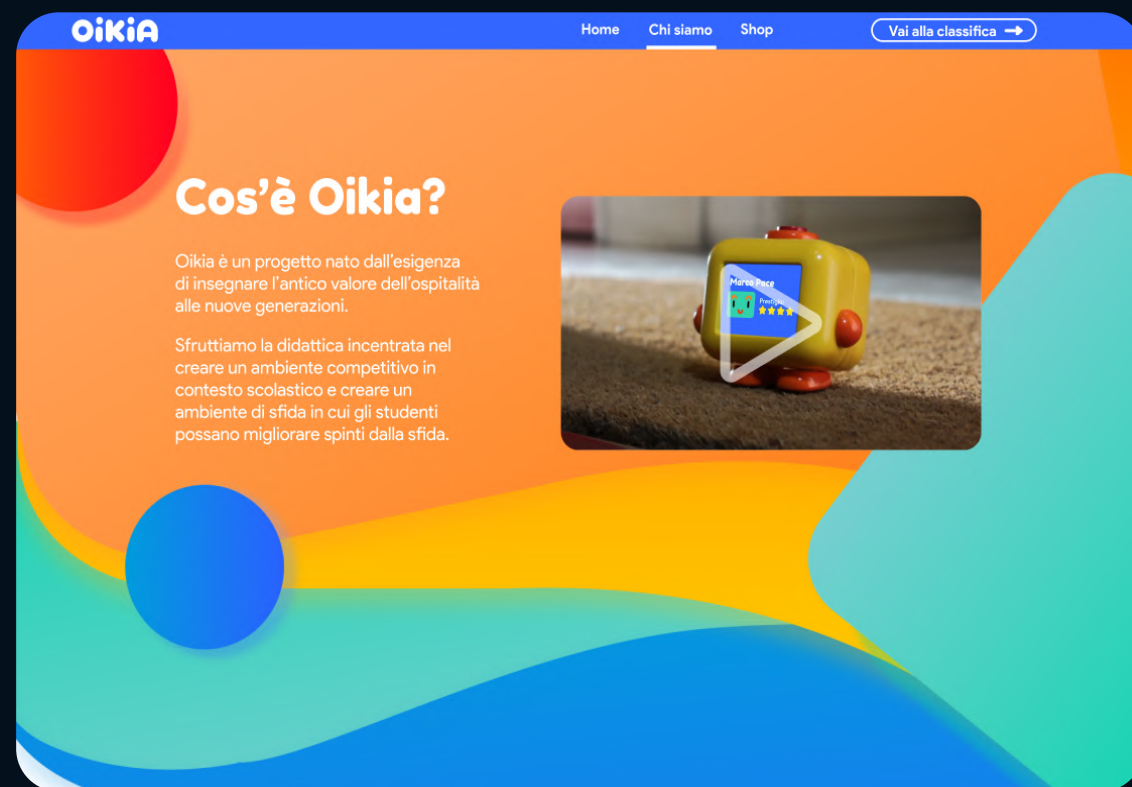
The host in order to simulate multiple creatures visiting your home changes it's face; the team designed an algorithm to create multiple faces mixing different pieces with multiple colors, creating thousands of combinations.



## GALLERY



## WEB TOUCHPOINTS

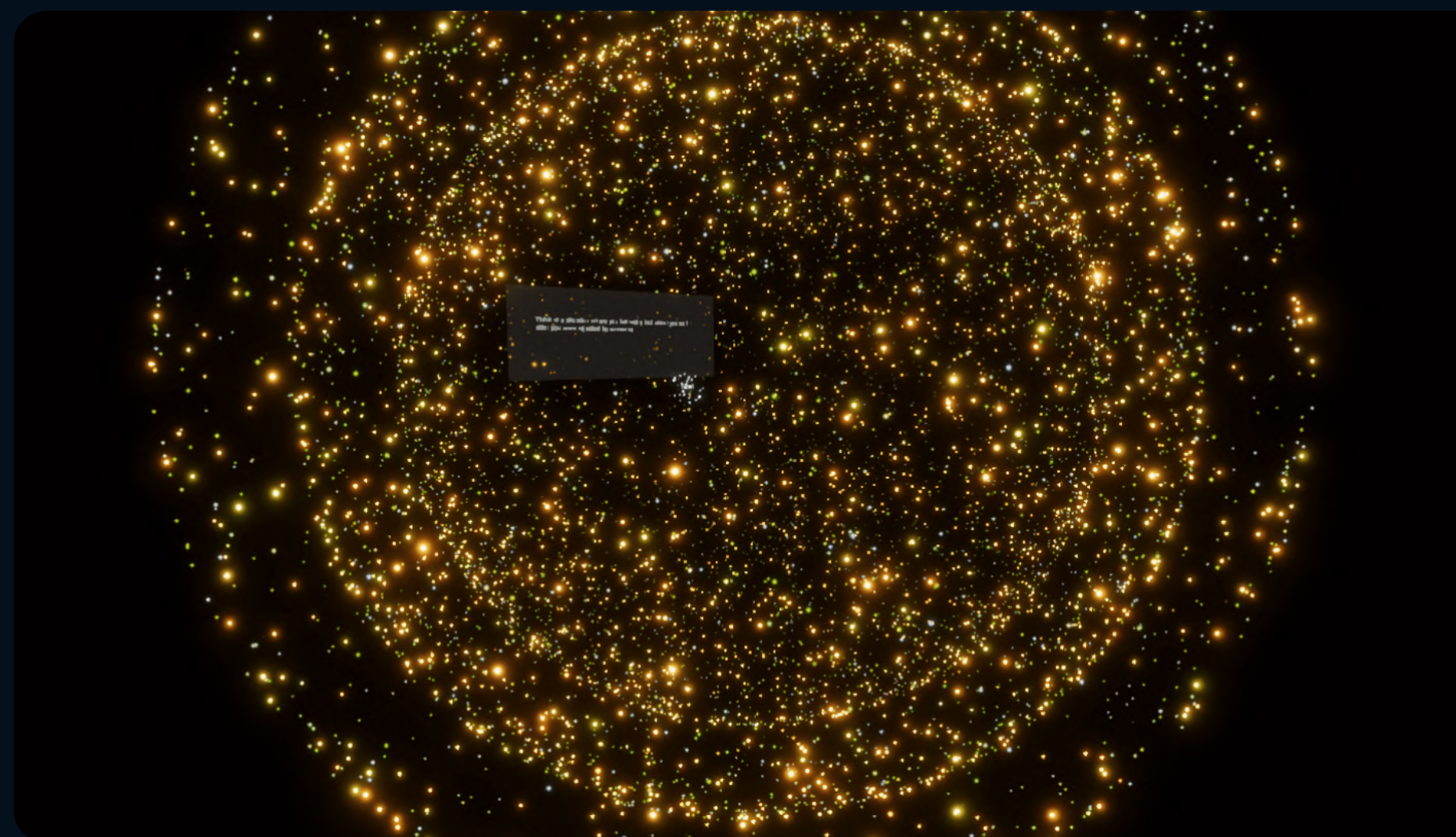
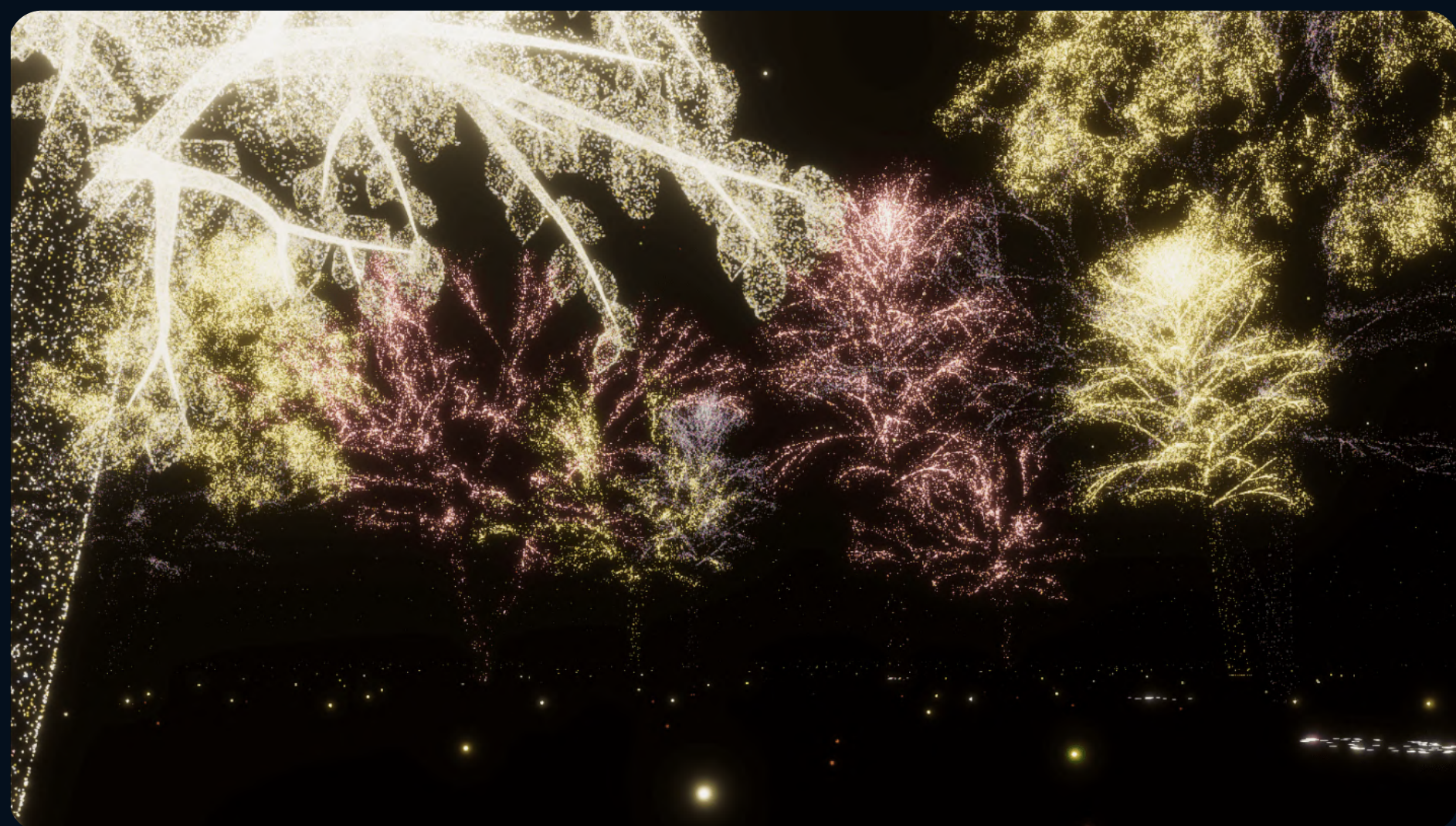




# INTERTWINED [2022]

VISUAL

AR/VR



## DESCRIPTION

Intertwined is a **virtual reality experience** that is driven by biofeedback and in which users get to learn and become aware of cognitive distortions, a phenomena that makes people see life through a negative lense of exaggeration and despair. The project was developed in Unity 3D and the biofeedbacks were tracked using a Bitalino Board.

## SKILLS AND TOOLS

VR Design  
UNITY XR  
Bitalino Biofeedbacks  
Psychology  
Storytelling

## TEAM

Me!  
Marco De Cristofaro  
Elie Barakat

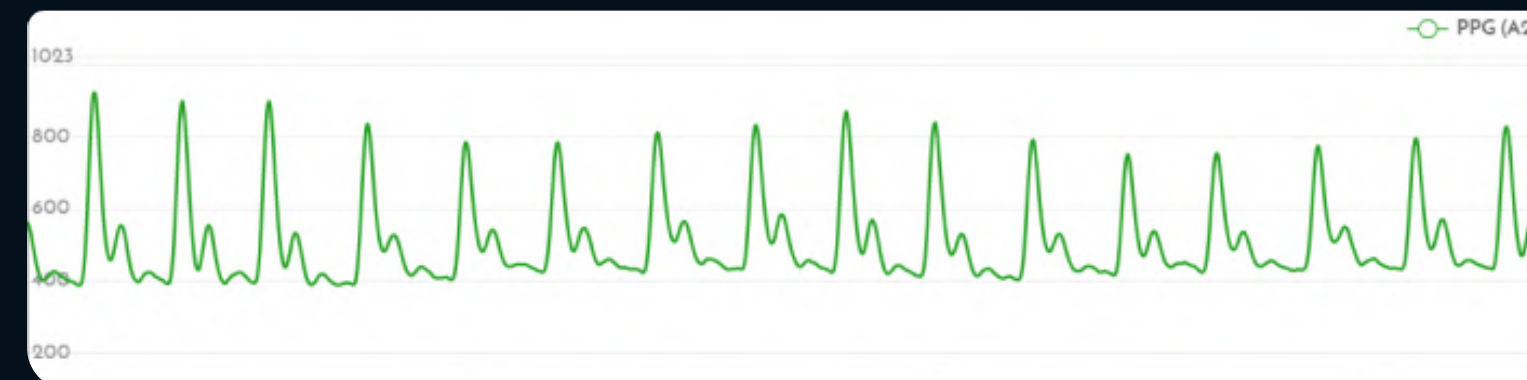
## LINK/FILES

[Report.Pdf](#)  
[Youtube Video](#)

See more here:  
[manuelreale.com/  
intertwined](http://manuelreale.com/intertwined)



## PHYSICAL PROTOTYPING



Monitoring **heartbeat rate** during immersive experience can give a precise estimation of the level of stress connected to anxiety and combining **respiratory rate** with heartbeat rate can also validate both measurements at the same time as they are interconnected. These measurement were used to make the environment change based on the user **emotional involvement**.

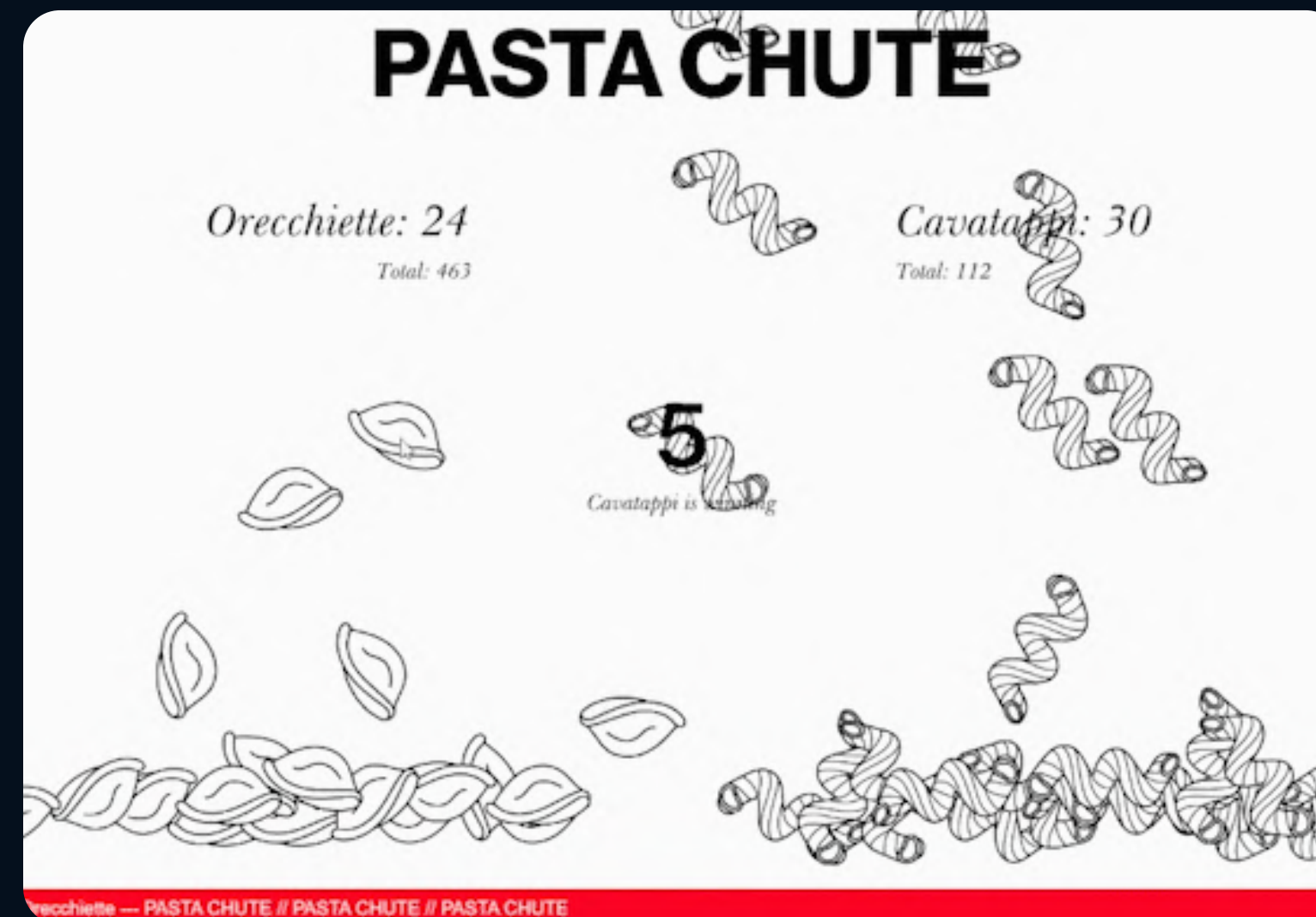
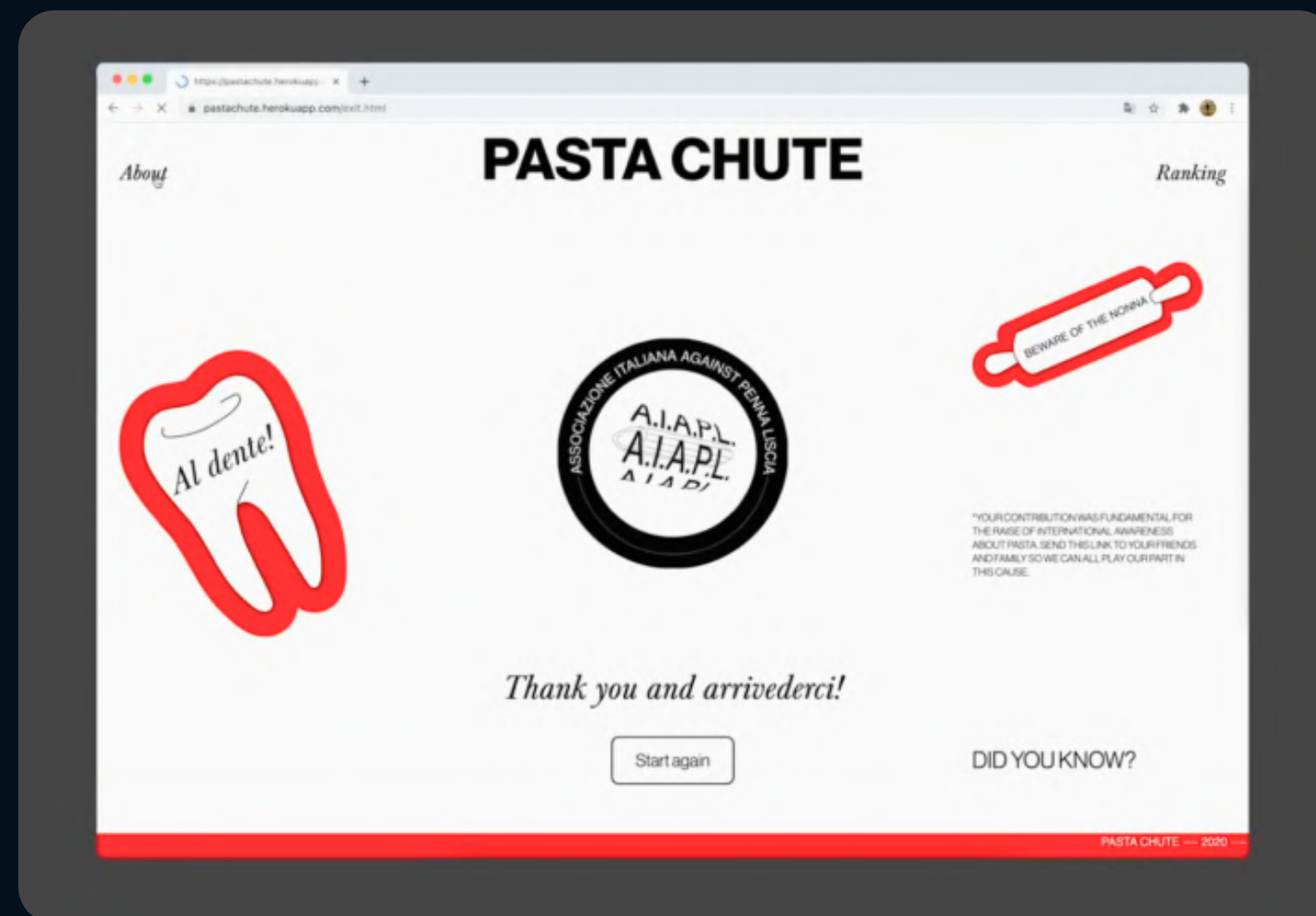
## USER EXPERIENCE FLOW





# PASTACHUTE [2021]

VISUAL



## DESCRIPTION

"Pasta Chute" is a **virtual common space** built on p5.js that aims at triggering the same heartfelt involvement, by asking users to root for their favorite type of pasta. The purpose is light and humorous: to entertain people through a very simple, yet engaging experience and to make them feel part of something big, the trivial subject.

## VISUAL

SKILLS AND TOOLS  
 Front-End Development  
 Back-End Development  
 P5.Js  
 THREE.Js  
 Matter.Js  
 Firebase Cloud

## TEAM

Me!  
 Martina Bracchi  
 Dario Faudella  
 Donato Renzulli  
 Silvia Casavola

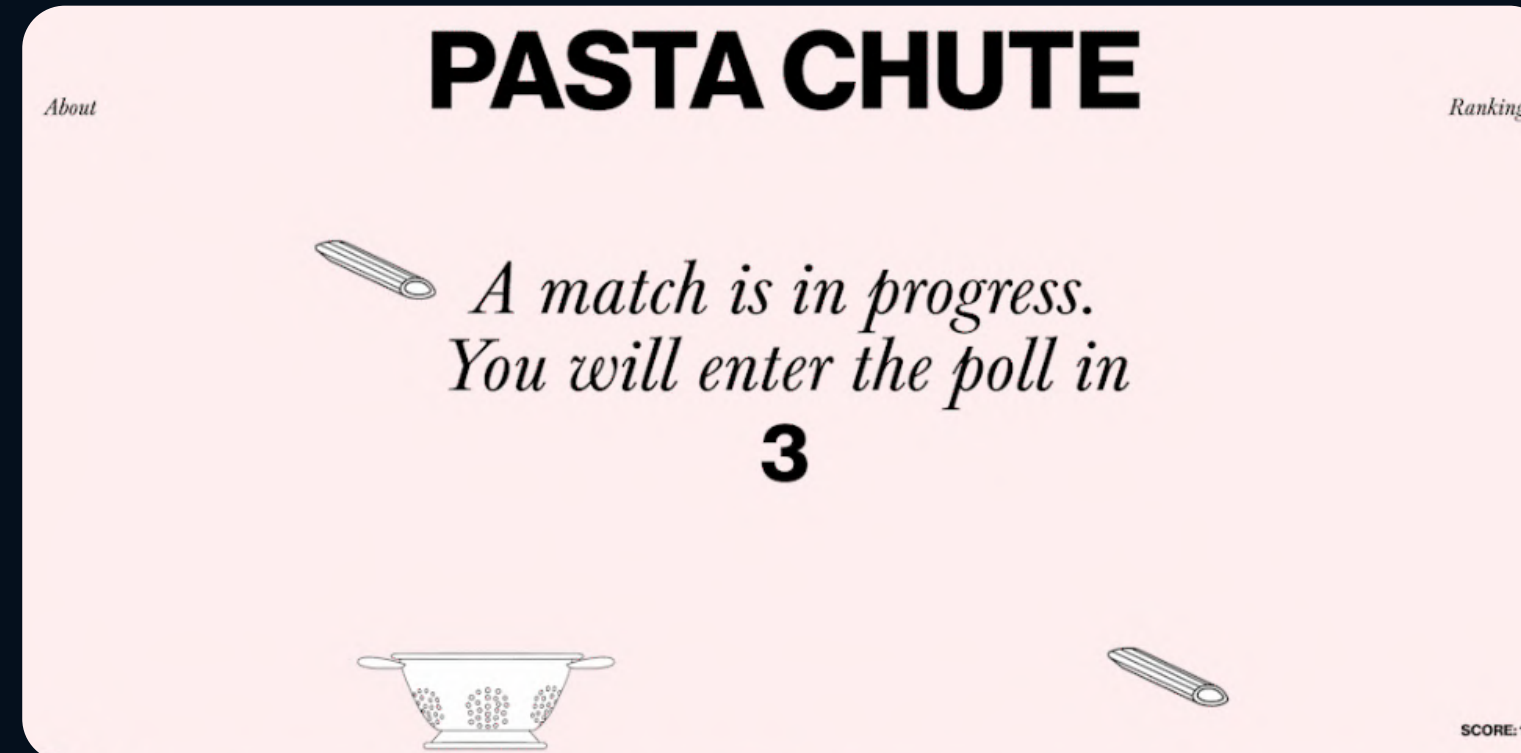
## LINK/FILES

[Github](#)  
[Play Now!](#)

See more here:  
[manuelreale.com/pastachute](https://manuelreale.com/pastachute)



## GALLERY



The creative process is very similar to the one of *memes*, as it starts from picking a very simple piece of culture that has a surprisingly big impact because of its universality.

## About

"Pasta Chute" is a virtual common space developed for the course of Creative Coding at Politecnico di Milano. Pasta is good, but which is the best? Our team wants to investigate the most controversial subject in our country.



## Ranking

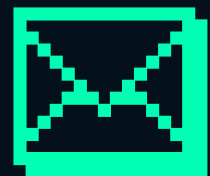
<b>#1</b>	<i>Mezze maniche</i>	439
<b>#2</b>	<i>Orecchiette</i>	340
<b>#3</b>	<i>Pipe</i>	334
<b>#4</b>	<i>Cavatappi</i>	298



---

# Thank You

*For your attention*



328 311 6701

manuel.reale2000@gmail.com

[www.manuelreale.com](http://www.manuelreale.com)

---