



Benedetta Gaeta

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Gender: Female | Date of birth: Nov 24 1995 | Nationality: Italy

PREFERRED JOB

Digital designer

WORK EXPERIENCE

[06/2024 - 10/2024]

University Research Assistant

Alma Mater Studiorum - Università di Bologna (BO) Italy

Company sector: Engineering and design

Main activities and responsibilities: Sviluppo di prototipi digitali di applicazioni immersive per la fruizione di contenuti in ambienti collaborativi nell'ambito del progetto 1.2 Advanced virtual tools for digital acquisition and visual/haptic XR interaction for textile industry

Acquired skills and achieved objectives: Padronanza nell'utilizzo di tecnologie per la realizzazione di applicazioni immersive

[07/2023 - 02/2024]

Media Intern

European Space Agency - KÖLN Germany

Business or sector: press, publishing, graphics

Main activities and responsibilities: Production of media content for astronauts and communication teams of EAC (European Astronaut Centre). Video editing, photo editing, animations and illustrations creation with Adobe Suite.

[06/2020 - 08/2023]

Engineer

Studio Alfa - REGGIO EMILIA (RE) Italy

Company sector: Engineering and design

Business or sector: infrastructures, construction industry

Main activities and responsibilities: design (civil) of pipelines and water purifiers

[04/2019 - 07/2019]

Intern

Alma Mater Studiorum - Università di Bologna - BOLOGNA (BO) Italy

Company sector: Engineering and design

Business or sector: infrastructures, construction industry

Main activities and responsibilities: Study and test of various typologies of material for infrastructure pavements

EDUCATION AND TRAINING

[2024 - 2027]

Architecture and Design Cultures

Alma Mater Studiorum - Università di Bologna

Town: BOLOGNA

EQF level: 8

NQF level: Doctor of Philosophy (Ph.D.)

Principal subjects/occupational skills covered:

Development of new theoretical models for immersive representation in the application field of extended and virtual reality

[2021 - 2024]

Advanced Design

Alma Mater Studiorum - Università di Bologna

Town: BOLOGNA

2nd level degree in Design

Final degree mark: 110/110 cum laude

EQF level: 7

NQF level: 2nd cycle degree/Master of Science (2 years)

Dissertation/thesis title: MARA: Medical AR Assistant. Augmented Reality applied to medical examinations in space

[2014 - 2019]

Building engineering and Architecture

Alma Mater Studiorum - Università di Bologna

Town: BOLOGNA

2nd level degree in Architecture and construction engineering (5-year degree course)

Final degree mark: 107/110

EQF level: 7

NQF level: Single cycle degree (5/6 years)

Dissertation/thesis title: Innovative pavements for road infrastructures in urbanized historical context

OTHER POSTGRADUATE STUDIES

[2024 - 2027]

EDUCATION AND RESEARCH EXPERIENCE

International PhD College

Alma Mater Studiorum - Università di Bologna

[2020 - 2021]

TRAINING COURSE

Percorso Formativo 24 CFU

Alma Mater Studiorum - Università di Bologna

Description:

Percorso formativo 24 CFU - Antropo-psico-pedagogico e nelle metodologie e tecnologie didattiche

PRE-UNIVERSITY STUDIES

[2014]

Secondary school diploma: Scientific High School

Italian secondary school diploma

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s)

English

LISTENING: C1 **READING:** C1 **WRITING:** C1

SPOKEN INTERACTION: C1 **SPOKEN PRODUCTION:** C1

Japanese

LISTENING: A1 **READING:** A1 **WRITING:** A1

SPOKEN INTERACTION: A1 **SPOKEN PRODUCTION:** A1

Spanish

LISTENING: B1 **READING:** B1 **WRITING:** A2

SPOKEN INTERACTION: A2 **SPOKEN PRODUCTION:** A2

Diploma(s) or certificate(s)

English: First Certificate in English - University of Cambridge, 07 2012 - European level: B2

English: Language Empowerment for Academics (LEA) – Level C1 - CLA-Centro Linguistico di Ateneo - Università di Bologna, 02 07 2025 - European level: C1

*Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user
Common European Framework of Reference for Languages*

ACADEMIC STUDIES IN FOREIGN COUNTRIES

European Union program

Erasmus+ within the project UNINET

Language: English

Duration of studies in months: 1

Foreign country where the academic studies were carried out: Lublino (Poland)

Description: International Summer School on sustainable protection of cultural heritage

Personal initiative

Summer School

Language: English

Duration of studies in months: 1

Foreign country where the academic studies were carried out: Hastings (United Kingdom)

Description: Home schooled with host family

Personal initiative
Summer School
Language: English
Duration of studies in months: 1
Foreign country where the academic studies were carried out: Hastings (United Kingdom)

DIGITAL COMPETENCES

SELF-ASSESSMENT				
INFORMATION AND DATA LITERACY	COMMUNICATION AND COLLABORATION	DIGITAL CONTENT CREATION	SAFETY	PROBLEM SOLVING
Independent user	Proficient user	Proficient user	Proficient user	Independent user

Digital competences - Self-assessment grid

Foundational C# with Microsoft Certification Exam:

Introduction to C# programming, covering its core concepts, syntax, practical application in software development and fundamentals of C#, including variables, data types, control structures, and object-oriented programming principles. - FreeCodeCamp, 2024-04-08

Introduction to Game Design:

Fundamentals of video games and delves into the intricate art of game design, exploring concepts from generating original game ideas to crafting comprehensive design documents. - Epic Games and offered through Coursera, 2025-03-17

Basic digital competence:

OFFICE AUTOMATION

Presentation Software: Microsoft PowerPoint (Advanced) | **Spreadsheets:** Microsoft Excel (Advanced) | **Word Processors:** Adobe InDesign (Advanced) , Microsoft Word (Highly Specialised)

APPLICATION SOFTWARE

Agisoft Photoscan (Intermediate) | **CAD - Assisted Design:** AutoCAD (Highly Specialised) , Autodesk Revit (Foundation) , SketchUp (Intermediate) | **Project Management:** Microsoft Project (Foundation)

COMPUTER PROGRAMMING

Programming languages: C# (Foundation) , DYNAMO (Foundation) , Grasshopper (Foundation) , JavaScript (Foundation) | **Video game creation systems:** Blender (Advanced) , Unity (Intermediate) , Unreal Engine (Intermediate) | **Web Programming:** HTML5 (Foundation)

GRAPHICS AND MULTIMEDIA

3D graphics: Rhinoceros 3D (Advanced) | **Raster graphic editor:** Adobe Photoshop (Advanced) | **Rendering:** Lumion (Advanced) , Vray for Rhino (Intermediate) | **Vector graphics editor:** Adobe Illustrator (Advanced) | **Video Editing and Processing:** Adobe After Effects (Intermediate) , Adobe Premiere Pro (Advanced)

DRIVING LICENCE

Driving licence category B

PUBLICATIONS

Journal articles "Designing the Digital. Transition Tools and Approaches for Italian Textile Heritage Virtualization" ; Michele Zannoni, Ludovica Rosato, Diego Pucci, Riccardo Foschi, Benedetta Gaeta ; diid (2026) www.diid.it/diid/index.php/diid/article/view/diidmics-zannoni