

Lorenzo Davoli

Design Strategist and Researcher, PhD

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EXPERIENCE

Project Manager, Service Design —Postnord

May 2016 – Present | Stockholm, Sweden

Cloud Robotic Services and Infrastructures: Project lead of a joint strategic and service design initiative in collaboration with Telia Company.

Design Researcher —Umeå Institute of Design

September 2010 – April 2016 | Umeå, Sweden

Full-time practice-based PhD program. 80% research 20% teaching and tutoring MA. Dissertation: “Transtructures: Prototyping transitional practices for the design of postindustrial infrastructures”. Subjects: Service, Interaction and Strategic design | smoothings.com

Fellow Analyst —Rocky Mountains Institute

September 2009 – February 2010 | Boulder, CO

User research, data visualization and analysis of the American light and medium duty vehicles fleets. Identified tactics and opportunities to foster the adoption of more efficient vehicles and service-oriented business models.

Research Assistant —Vehicle Design Summit, Massachusetts Institute of Technology

September 2008 – September 2009 | Cambridge, MA

Product-service systems for the Automotive Industry: Design of alternative service-oriented business models and “smart city” applications for sustainable personal mobility. User studies and ethnographic field research in India and US.

EDUCATION

Umeå Institute of Design —Doctoral Degree, PhD

September 2010 – April 2016 | Umeå University, Sweden

Politecnico di Milano —MSc Industrial Design

October 2006 - April 2008 | Milan, Italy

TU Delft — Exchange program

January 2006 - June 2006 | Delft, The Netherlands

PROJECTS

Trash Track —MIT Senseable City Lab

Participatory investigation of waste collection in urban areas: Background research, concept development and preparatory mock-ups | senseable.mit.edu/trashtrack/

Satin —EU Structural Funds

Design, research and development of an “Internet of Things” applications builder for non-programmers and its graphical user interface | satinportal.se

SUMMARY

Through my research and practice, I developed competence and skills to strategically support companies, communities and design teams in the collaborative exploration and configuration of more responsive, sustainable and people-centred products and service innovations.

SKILLS

Design Research: Thorough knowledge of state-of-the-art ‘research-through-design’ approaches: user experience, user-centered, open innovation and participatory methods.

Service and Interaction Design: Concept development, prototyping and evaluation of future services and their interfaces.

Experience Prototyping: Modelling and attuning of interactive systems and services in their context of use through active stakeholders engagement and field rehearsals.

TOOLS

Speculative mockups and prototypes; field interventions and ethnographic research; user enactments; sensor and cultural probes; augmentation; data mining and analysis; video and photography; system maps, interaction storyboards and other tools depending on situated needs.

LANGUAGES

Italian – Native
English – Fluent
French – Intermediate
Swedish – Basic