



# Dario Cianciarulo

UX Designer with a background in AR Development, GIS Analysis, and data visualization.

## 👤 Profile

I'm a UX Designer and Emerging Technologies enthusiast based in Malmö with 10+ years of experience in Innovation & Digitalization. I have a strong background in AR, GIS, drone, 360, 3D data acquisition, and Data Visualisation.

## 🎓 Education

### Professional Diploma in UX Design, UX Design Institute, Dublin

#### University credit-rated by GCU Glasgow Caledonian University

2020 — 2021

- Research: Competitive Benchmarking, Observational / Attitudinal research, Usability Testing, Card Sorting, Depth Interviews, Surveys, Stakeholder Interviews, A/B Testing, and Heuristics.
- Defining the Problem: Empathy maps, Customer Value Curve, Personas, Customer Journey Maps, Affinity Diagrams, and Triangulation.
- Design Process: Information Architecture, User Flow, Flow Diagrams, Navigation, Interactions, Wireframing and Sketching, and Prototyping.

[UX Portfolio](#)

### PhD in Geomatic and GIS, University of Trieste, Italy

2006 — 2010

### M.A. in Landscape Archaeology, University of Siena, Italy

2005-2006

### B.A. in Cultural Heritage Sciences, University of Pisa, Italy

2000-2004

## 🏢 Employment History

### UX Designer at DFDS, Copenhagen

2022 — now

I'm a member of the UX & Design team with a focus on technology and new tools for UX Design

I'm also a member of two dev teams (Logistics Tribe):

- Velocity dev team that develops the core software of DFDS.
- OnTrack dev team that develops the web portal used for the tracking equipment of DFDS.

## Details

Malmö, Sweden.

+46762853879

[darteq@gmail.com](mailto:darteq@gmail.com)

Driving license

B

## Skills

UX Design

AR Augmented Reality

GIS

Drone

Cultural Heritage

Research & Teaching

Data Visualization

## Languages

Italian (Native)

English (Advanced)

Swedish (Intermediate)

French (Beginner)

Romanian (Beginner)

## Links

[LinkedIn](#)

[Personal webpage](#)

[UX Portfolio](#)

## **UX Designer & Accessibility and disability data analyst at Handiscover, Malmö**

2021 — 2022

I'm a member of the Design team and these are my primary responsibilities:

- Design and improvements of a B2B SaaS platform.
- Make sure accessibility requirements are met through the development process and validate design concepts by conducting testing sessions.
- Active and close collaboration with the CTO, developers, the sales team, and external stakeholders.
- Translate user research outcomes and interview insights into design deliverables: from interaction flows, diagrams, and concept mockups to high fidelity prototypes.
- Advocate for active collaboration and design-driven culture inside the organization.
- Design and prototype user interfaces and interactions using Augmented Reality to create products that offer meaningful experiences to users with special needs and disabilities.
- Work with 3d data collection, 3d data elaboration, and drone data acquisition.

## **Senior Consultant at Ramboll AB, Malmö**

2017 — 2019

- I worked mainly with data collection, 3d data elaboration, and AR visualization being the reference person for Digital Solutions in my group.
- I worked both at the BIM&Visualization and Smart Mobility groups.

## **AR Intern Developer at Virsabi Aps, Copenhagen**

2017 — 2017

- AR Developer specialized in Vuforia and Google Tango applications

## **Researcher at SLU - Swedish University of Agricultural Sciences, Alnarp**

2014 — 2015

- Researcher at the Department of Landscape Architecture, Planning, and Management with a focus on qual&quant data, 3D, GIS and Augmented Reality applied to landscape.

## **Project Assistant at National Research Council of Italy (CNR), Tito Scalo (Italy)**

2012 — 2012

- GIS, Lidar, aerial survey, thermal survey, archaeological survey

## **Self-Employed at darteq, Malmö**

2012 — 2017

- Augmented Reality (AR); Virtual Reality (VR); 360 photos and video.
- More than 20 projects were developed for customers working in real estate, cultural places, museums, public sector.

## **Project and Logistic Manager at Visimind AB, Solna**

2010 — 2012

- Project manager for LiDAR survey using helicopters
- Creation of GIS datasets for analysis and delivery to the clients
- Usability test to improve the user experience of the software produced by the company

## **Visiting Ph.D. at Stockholm University, Stockholm**

2009 — 2009

- GIS applications and education

## **Project and teaching assistant at University Iuav, Venezia (Italy)**

2006 — 2009

- Member and Teaching Assistant of the Laboratory of Photogrammetry - CIRCE University Iuav of Venezia.
- Topographical surveys for education and research with laser scanners and photogrammetry.

## **🎓 Courses**

Growth-Drive Design, Hubspot Academy

2022

Design Thinking: The Beginner's Guide, IxDF

Introduction to Design System with Figma, Domestika

Graphic Visualization: Telling Complex Stories through Simple Images, Domestika

Digital Product Design with Lean and UX, Domestika

UX Research 101, Domestika

Introduction to UI Design, Domestika

Introduction to Adobe XD, Domestika

Foundations of User Experience (UX) Design (Google UX Design Professional Certificate), Coursera

Become a UX Designer from Scratch, IxDF

2021

Introduction to UX Design, Domestika

2020

Introduction to Augmented Reality and ARCore, Coursera

2018

## **📜 Certifications**

Drönarkort OPEN A1-A3, Transportstyrelsen

January 2021 — January 2026

## **📁 Projects**

### **Darteq Virtual Museum**

Darteq Virtual Museum was made out of a passion for art and technology using Unity 3D. It shows more than 100 paintings in an imaginary villa surrounded by an Italian garden. Step in and enjoy a digital cultural visit!

[darteqmuseum.eu](http://darteqmuseum.eu)

## **📖 References**

**References available upon request**