

Hi I'm **Tommaso Armstrong**, a PhD researcher passionate about designing inclusive and meaningful experiences

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Languages

English & Italian

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Current **Work**

PhD in Human-Computer Interaction

2018 — 2024 University of Technology Sydney (Connected Intelligence Centre & School of Computer Science)

Design research exploring how social platform design could be improved to better support the experiences of queer young men.

Ethnographic research to understand the experiences of queer young men. Designed a study using interviews and custom-made cultural probe kits. Recruited participants, ran the study and interviews, and conducted thematic analysis.

Design-led inquiry to explore new design directions for social platforms. Organized and facilitated in-person co-design workshops with designers in San Francisco to translate research findings into new design concepts. Currently working to develop interactive prototypes of these concepts to evaluate with users.

Educator

2018 — 2023 University of Technology Sydney

Educator for User Experience Design, Human Centered Design, Innovation and Data Visualization subjects.

Guest lectured, ran tutorial classes and workshop activities, provided feedback on student work and helped transition classes to online during COVID.

Selected **Projects**

2023 **Rangefinder**

An iPad app that demonstrates how rangefinder cameras work. Users can interact with a virtual rangefinder camera from different perspectives, change lenses, take photos and learn about their functions from pop up info panels.

Developed using SwiftUI, Rangefinder uses a live camera feed to power the camera's virtual display and viewfinder, as well as to take pictures which get saved to Photos.

2023 **Bear With**

An iOS app that allows people to share a customizable image of their calendar which hides event details — perfect for someone who wants to share what their week looks like without compromising their privacy.

Developed using SwiftUI, Bear With draws data from a user's calendar and creates an image that can be shared directly from the app using a Share Sheet.

2021 **Social**

An iOS and macOS app for keeping on top of social and familial connections. Users can log interactions, along with notes, see when they last interacted with someone and create lists.

Developed using SwiftUI and CloudKit, Social integrates with the system Contacts API to retrieve data and to add deep links to a users contacts to view them in the app.

2017 **Social Wearable Device**

A prototype social wearable device which used haptic feedback to communicate the detected emotions of people around you.

Built using Python running on a Raspberry Pi connected to a camera, a haptic motor and an emotion detection API. Created for a capstone project in response to a brief from Fjord Design.

2016 **Data Visualization for the Governor of NSW**

Visualized the ways in which His Excellency, Governor of NSW, engaged with the community during his first year in office. Presented to the Governor and the staff of Government House Sydney.

Analyzed data using R, built visualizations using R and D3.

Previous Experience

Bachelor of Science in Information Technology (Enterprise Systems Development Major) & Bachelor of Creative Intelligence and Innovation

2014 — 2017 University of Technology Sydney

Software Developer (Internship)

2016 — 2017 Connected Intelligence Centre, University of Technology Sydney

Developed Learning Analytics Software.

Developed software for a funded learning analytics research project that used data from social media networks to provide personalized analytics to students and educators (Python/Django).

Created social network analysis visualizations based on interactions between students on Twitter using Python and d3.

Created dashboards for students and staff.

Redesigned interactions with a student blogging platform based on WordPress by creating an API driven single-page app using React and Redux.

Developed the API and front-end interface for a peer review system created for the Deputy Vice-Chancellor (Education and Students) to oversee reviews of new subject outlines.

Deployed and managed services on AWS cloud infrastructure.

Software Developer (Internship)

2016 Construction Cloud

Developed a reporting system.

Drew on data from multiple sources (Xero, Google Analytics, Podio, Mailgun & S3) and provided daily reports about the state of the business.

Built image processing pipelines for uploads using Python and AWS Lambda.

Helped design architecture for the system using AWS.

Publications to date

Tommaso Armstrong and Tuck Wah Leong. 2019. "SNS and the Lived Experiences of Queer Youth." In Proceedings of the 31st Australian Conference on Human-Computer-Interaction, 376–80. Fremantle WA Australia: ACM. <https://doi.org/10.1145/3369457.3369497>.

Tommaso Armstrong. 2022. "Swipe Right To Create Queer Safe Spaces Online." The Star Observer, July 12, 2022. <https://www.starobserver.com.au/news/swipe-right-to-create-queer-safe-spaces-online/214606>.

Work as a Volunteer

Volunteer

2023 Qtopia Sydney — Australia's first Queer Museum

Higher Degree Research Student Representative

2020 — 2022 HFESA Human Factors and Ergonomics Society of Australia

Higher Degree Research Student Representative

2020 — 2022 School of Computer Science, University of Technology Sydney

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