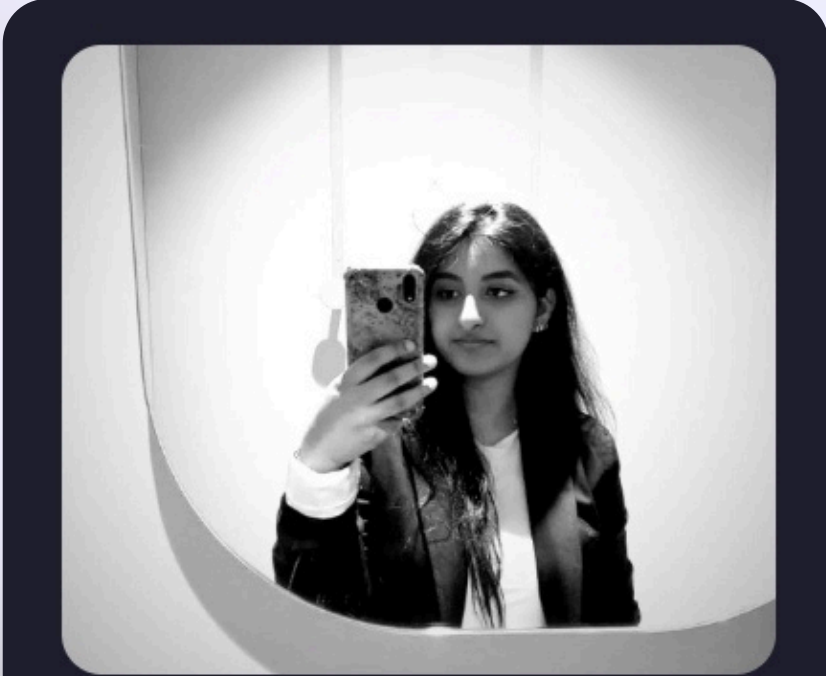
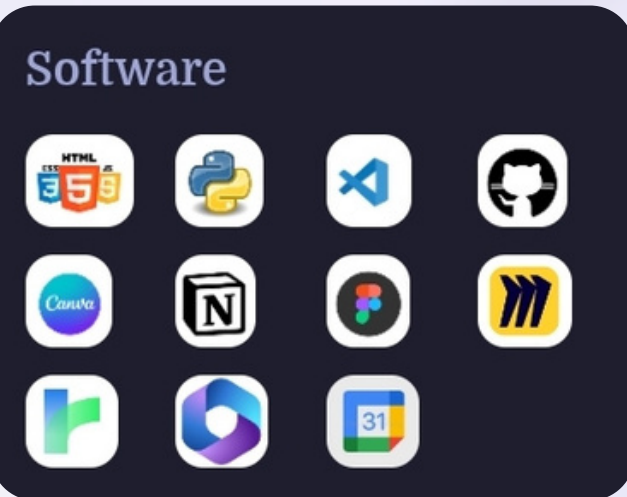




# About Me

### Software



Fahmida Islam

Designer & Web Developer

I design thoughtful digital experiences combining UI/UX, branding and web development to create engaging and functional digital products.

### Languages

- Bengali - Native
- Italian - Native
- English - Fluent (C1)
- Japanese - Beginner (A1)
- Korean - Beginner (A1)

### Services

- UI / UX Design
- Web Design
- Brand Identity
- Logo Design
- Editorial Layout
- Visual Content

### Hard Skills

- UI/UX Design
- Wireframing
- Prototyping
- Web Design
- Brand Identity
- Logo Design
- Visual Communication
- Responsive Design
- Graphic Design

### Soft Skills

- Creative Thinking
- Problem Solving
- User Empathy
- Communication
- Time Management
- Adaptability
- Teamwork
- Collaboration
- Attention to Detail

### Hobbies

- Painting
- Digital Illustration
- Photography
- Music
- Singing
- Gaming
- DIY & Crafting
- Content Creation
- Manga & Manhwa
- Anime
- Psychology
- TV Series
- Exploring Culture

### Education

- Master's in Digital Humanities and Digital Knowledge**  
September 2024 - March 2027 (estimated)  
University of Bologna
- Bachelor in Anthropology and Oriental Civilizations**  
September 2020 - July 2024  
University of Bologna
- High-School Diploma in Human Sciences**  
September 2014 - July 2019  
Scientific High School "Leonardo Da Vinci"



# Projects

**a LOD of TEA Project**  
Tea is... a path to h!

Table of Contents

The Theme

- Item Selections
- Metadata Analysis
- Developing the Theoretical Model
- Developing the Conceptual Model

THE BOOK OF TEA

Team

THEORETICAL MODEL

JULY 2025 | LOD WEBSITE

## aLODofTEA

A digital humanities project translating *The Book of Tea* into an interactive experience. Through **information design, semantic data, and visual storytelling**, complex cultural knowledge becomes accessible through a carefully crafted interface.

html css python xslt javascript bootstrap googlesheets miro notion canva linked-open-data cultural-heritage rdf japanese-tea-ceremony

Completed

[View Live](#) [GitHub](#)

1800

1900 - 1900 (early modern period)

HOLLOWKNEST

Full name: Markie  
Markie is a...  
Year: 1885  
Historical movement period: Victorian  
Associated Hollow Knight work: Hollow Knight

20<sup>th</sup> century second half

Choose Your Narrative

PILGRIM'S BADGE

HollowKnest

The companion app for a visit to an exhibition of physical objects in a fictional, temporary Hollow Knight museum.

Team Members

- Fatima Islam
- Nico Nasool

JULY 2025 | COMPANION APP

## HollowKnest

A companion web app designed for a fictional museum exhibition inspired by *Hollow Knight*. Through **interactive narratives, themed visual interfaces and QR-based exploration**, the project transforms game lore and cultural references into an engaging museum-style digital experience.

html css javascript bootstrap python googledocs figma canva pinterest companion-app virtual-exhibition museum-collections hollow-knight

Completed

[View Live](#) [GitHub](#)

ControVerse: Lyrical Irony Ontology

How can irony be defined? It is the art of saying something while meaning its opposite - a delicate balance between appearance and reality. But irony is also a deeply creative act. It relies on integration, incorporation, and shared understanding between the literal and the abstract. This ontology aims to map that creative tension, revealing how irony emerges, evolves, and connects minds through layers of meaning.

Overview

This project was developed for the course Knowledge Organization and Extraction by Aislinn Claugher at Aislinn Claugher - University of Bologna, within the Masters in Digital Humanities and Digital Knowledge.

201 - I like a look of Agony

Aislinn

Team

ControVerse: Lyrical Irony Ontology

VERBAL IRONY SAYS THE OPPOSITE OF WHAT YOU MEAN

SPIDERMAN BREAKS HIS FALLING DOWN STAIRS - NOT FIGHTING CRIME

SITUATIONAL IRONY INVOLVES ACTIONS AND EVENTS HAPPENING THE OPPOSITE OF EXPECTED

NOVEMBER 2025 | ONTOLOGY WEBSITE

## ControVerse

An ontology project exploring the relationship between irony and creativity as a shared process of interpretation and meaning-making. Through **information architecture, conceptual modeling, and a visually structured web interface**, the project transforms theoretical research into an interactive and accessible digital experience for exploring lyrical irony.

html css javascript bootstrap python googlesheets canva protege dublincore ezgif ontology owl xml rdf sparql lyrical-irony

Completed

[View Live](#) [GitHub](#)



# Projects

**TEAM REWIND**

Fahmida Islam  
Maria De Matteis  
Martina Marchesi

**DEAR OUTSIDER**  
A Journey Inside the Deer Cave

**VIDEOS**

**PRESENTATION**

**DEAR OUTSIDER**

At this stage, three user personas were also identified, useful for representing different visitor profiles and for guiding design decisions related to the digital experience in a more targeted way.

DECEMBER 2025 | GAME-IDEA WEBSITE

## Dear Outsider

A narrative-driven digital experience set inside the *Deer Cave* of Otranto, where players explore traces of forgotten civilizations through an immersive journey. Through **environmental storytelling, atmospheric interface design, and interactive narrative paths**, the project transforms archaeological inspiration into a visually driven and exploratory digital experience.

html css javascript bootstrap twine-sugarcube canva figma video-editing inshot discovering-game-idea otranto-dear-cave interaction-media-design user-persona presentation

Completed

View Live GitHub

GitHub Database Kaggle Database

UNIGO - University of Bologna

**Meet the Team**

**Network Overview**

**Legend**

Light-blue nodes: Individual anime genres.  
Blue edges: Individual connections.  
Grey edges (on hover): Highlighted connections.

**ANALYSIS OF BIPARTITE NETWORKS IN ANIME SERIES**

**Anime Network Analysis**

A Three-Part Network Analysis of MyAnimeList. Welcome to our deep dive into the world of anime - not through streaming platforms, but through networks, genres, and communities.

February 2025 | VISUALIZER

## MAL Network Analysis

A network analysis project exploring how anime, genres, and users connect on MyAnimeList, revealing hidden communities and patterns. Through **interactive network visualizations, genre mapping, and user-centric interface design**, the project transforms complex dataset relationships into an accessible and engaging digital exploration of anime culture.

jupyter-notebook googlecolab canva-ppt html css javascript python pyvis python-louvian network-analysis graph-theory kaggle-dataset row-zero cluster bipartite-network node-edge-weight my-anime-list

Completed

View Live GitHub

**ODD.Me**

A narrative-driven Italian web-game experience, exploring social differences through multiple identities in the same city. Through **interactive role-switching, choice-based storytelling and empathetic interface design**, the project encourages awareness, kindness, and reflection on how identical events affect people differently depending on social status.

JUNE 2026 | TWINE GAME

In Progress

twine-sugarcube html css miro canva user-persona graphic-design game-idea empathy social-differences work-in-progress

Not Accessible Yet GitHub

**INsight**

Esistente e Competitors:

**USER TYPE**

JUNE 2024 | EXPERIMENTAL

## INsight

INsight (Italian) is a digital library web experience designed to help users explore current events through **books, videos, and podcasts**, empowering them to choose how to learn. As my **first website**, it is **not yet responsive and requires further development**, but it already demonstrates my **UX-focused approach, information architecture, and empathetic interface design**, serving as a personal starting point that will evolve with future iterations.

html css javascript user-type reader listener viewer education knowledge work-in-progress

Archived

View Live (not responsive) GitHub



# Design Related Experiences

GRAPHIC DESIGN

INFORMATION DESIGN

LIBRARY SYSTEMS

USER SUPPORT

SEBINANEXT

## University of Bologna – Library Collaboration

Apr 2025 – Jul 2025 · Bologna

150-hour student collaboration at **BIMFI - Mathematics Department Library**, supporting visual organization of library spaces and daily user services.

- Designed graphic systems for book collocation and shelf navigation
- Managed book loan and return procedures using the SebinaNext catalog system
- Provided help desk support assisting users with catalog searches and services



VISUAL COMMUNICATION

SOCIAL MEDIA

COMMUNITY ENGAGEMENT

LIBRARY SYSTEMS

EVENT PROMOTION

## Municipal Library – Cultural & Communication Assistant

May 2021 – May 2022 · Casalecchio di Reno

Servizio Civile position at **Biblioteca "Cesare Pavese" - Casa della Conoscenza**, supporting cultural communication, community initiatives and library services.

- Designed promotional materials and social media content for events and reading initiatives
- Supported catalog management and user assistance using the SebinaNext library system
- Promoted literacy programs and community activities, assisting visitors with library services and digital tools



# Other

EVENT ORGANIZATION CULTURAL EVENT TEAMWORK  
INTERCULTURAL COMMUNICATION MEDIA COMMUNICATION

### NipPop Festival 2025 – Event Organization Team

June 6–8, 2025 · Bologna

Contributor to the organization of **NipPop 2025**, a cultural event dedicated to **contemporary Japanese pop culture** (anime, manga, cinema, art, literature) featuring international guests, artists and scholars.

- Coordinated logistics, supported workshops and panel discussions
- Assisted in event space setup and activity transitions
- Interacted with Japanese guests and supported communication
- Contributed to media and social media communication




INTERCULTURAL MEDIATION TRANSLATION WORKSHOPS  
COMMUNITY SUPPORT ITALIAN · ENGLISH · BENGALI

### Solco – Intercultural Mediator

Dec 2022 – Jun 2025 · Zola Predosa (BO)

Provided **linguistic and cultural mediation** supporting communication between institutions and Bengali-speaking communities in **educational, legal and social contexts**.

- Provided linguistic mediation during interviews, psychotherapy sessions, and institutional meetings ensuring clear and empathetic communication
- Translated official documents and supported legal processes, including preparation for police headquarters commission hearings
- Facilitated school integration and conducted intercultural workshops promoting language diversity and cultural awareness



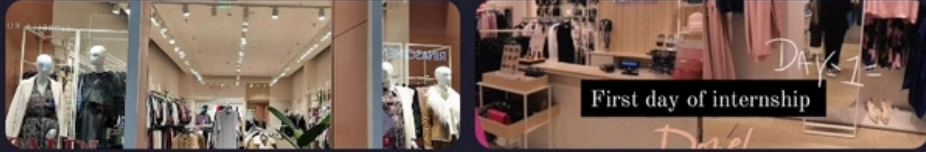
CUSTOMER EXPERIENCE VISUAL MERCHANDISING RETAIL SALES TEAMWORK  
STOCK MANAGEMENT

### Nuna Lie – Retail Sales Associate

Mar 2024 – Jul 2024 · Casalecchio di Reno (BO)

**Retail internship** in a fashion boutique environment focused on **customer experience**, store organization and visual presentation of products.

- Provided boutique-style customer assistance to ensure a positive shopping experience
- Supported visual merchandising and store layout, including product display and color coordination
- Managed stock operations including merchandise reception, inventory organization and basic cashier support



CULTURAL HERITAGE PUBLIC SPEAKING GUIDED TOURS CIVIC EDUCATION  
TEAMWORK

### FAI – Apprentice Cultural Guide (Volunteer)

Feb 2018 – Mar 2019 · Bologna

Volunteer **cultural guide** for FAI educational projects, presenting **historical and artistic heritage** to the public during national cultural events.

- Researched and organized information about architectural and artistic works for public presentations
- Guided and coordinated visitor groups during events (3,500+ visitors)
- Presented cultural heritage content through guided tours and educational storytelling



# Experiences



# Contact and Connect

## EMAIL ADDRESS

fahmida.islam@studio.unibo.it

## LINKEDIN PROFILE

<https://www.linkedin.com/in/fahmyrose00/>

## GITHUB PROFILE

<https://github.com/Fahmyrose/>

## INSTAGRAM

[https://www.instagram.com/fahmy\\_rose/](https://www.instagram.com/fahmy_rose/)

Visit my website to view the full portfolio and discover my latest projects, ongoing work and creative endeavors.



# Thank You for Your Attention

I appreciate your time and interest in my portfolio. Feel free to reach out for collaboration or inquiries.

## IMPORTANT NOTE

### Education Status

Planning to graduate before March 2027 with a thesis on "**How culture shapes UX Design**" with [Professor Fabio Vitali](#). The goal of the thesis project is to do a **comparative study between UX in Asia** - with particular attention to China, Japan and South Korea - **and UX in Western contexts**. In detail, the study will focus on **collecting data** on the usage of messaging apps like **LINE-Whatsapp** and will result in a **design of an hybrid app** that will bring together cultures and users.

To give validity to my thesis project, **I am searching for a paid internship of minimum 3 months, in Japan, in particular, to do data collection on site**. This will give me the opportunity to combine my studies in anthropology and oriental cultures-languages while officially starting my journey into the world of product design.

