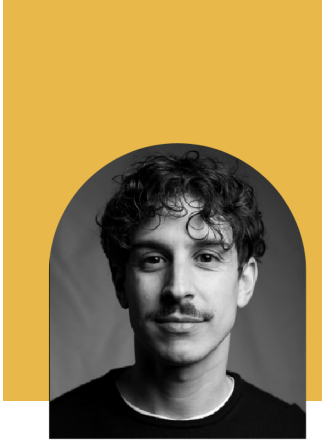
GIORGIO COLOMBO

PHD · POSTDOCTORAL RESEARCHER · DIGITAL HEALTH & UX LEAD



" I turn clinical and user needs into validated digital health tools.
From serious games for early cognitive screening to AI platforms for brain health.

3,500+	14	6	3+1
participants tested across clinical and community cohorts	peer-reviewed publications, incl. Communications Medicine	first or equal-first-author papers	postdocs and PhD student in the Singapore MIND team I lead

CONTACT

EMAIL colombo.giorgio1293@gmail.com
BASED Singapore
LANG. Italian · English · French

WORK SAMPLES

MIND demo ↗ · SPACE ↗
PhD thesis ↗ · Website ↗
LinkedIn ↗ · Scholar ↗

EDUCATION

PhD, Health Risk and Prevention
ETH Zurich · Singapore–ETH Centre · 2020–2025
ETH Medal nomination

MSc, Psychology
University of Padova · 2015–2018

Erasmus+, Psychology
Paris Diderot University · 2013–2014

BSc, Cognitive & Psychobiological Sciences
University of Padova · 2012–2015

EXPERTISE

- Digital biomarkers & clinical validation
- Human-centred design & UX research
- AI- and LLM-enabled health platforms
- Research leadership & team management
- Multimodal data and statistics

TOOLS

R · SPSS · Jamovi · Prototyping · LLMs

GRANTS & AWARDS

Future Health Technologies 2
NRF Singapore · S$ 4.5M module · 2026–2031

IntraCREATE Seed Grant, Co-I
NRF Singapore · S$ 250,000 · 2022–2024

CHI23 Student Game Competition
Finalist · ACM CHI 2023, Hamburg

REFERENCES

Assoc. Prof. Victor R. Schinazi
Bond University · vschinaz@bond.edu.au

Prof. William R. Taylor
ETH Zurich · bt@ethz.ch

Prof. Christoph Hölscher
ETH Zurich · choelsch@ethz.ch

PROFILE

Postdoctoral researcher at the Singapore–ETH Centre (FHT2) with a PhD from ETH Zurich. I lead **MIND** in Singapore, an AI-enabled platform for monitoring cognitive health in daily life, and its multi-institution team. I work across digital biomarkers, human-centred design and clinical validation, taking products from research to deployment.

EXPERIENCE

Postdoctoral Researcher · MIND lead in Singapore — 2026 – NOW

Singapore–ETH Centre, Future Health Technologies 2 · PI Assoc. Prof. V. R. Schinazi

- Manage a multi-institution team of **3 postdocs (NUS, NTU), 1 PhD student**, RAs and interns.
- Designed and built the **MIND app and research dashboard**: an LLM-supported companion with passive sensing, real-world navigation tasks and questionnaires.
- Develop AI-enabled digital markers with clinicians, engineers and AI researchers.

App teaser ↗ · Dashboard ↗ · Slides ↗

Co-founder & Product Lead — 2026 – NOW

thēma, Brescia · thema-app.com

- AI platform for psychotherapists: records, notes, invoicing, session summaries and AI agents. Built it from prototype to live product; own vision, UX research and AI governance.

PhD Researcher · SPACE — 2020 – 2025

ETH Zurich, Chair of Cognitive Science · Singapore–ETH Centre, Future Health Technologies

- Led SPACE, an iPad serious game that detects early cognitive impairment, from concept to clinical validation.
- Coordinated multi-site testing (**N > 3,500**) with NUS, Duke-NUS, NUH and SNEC, combining SPACE, MRI and fluid biomarkers.
- Showed SPACE separates impairment levels and predicts hippocampal atrophy beyond standard tests.

SPACE materials ↗ · PhD thesis ↗

Research & UX Consultant — 2025 – 2026

ETH Zurich · Bond University · ReportAld, Milan

- Planned FHT2 and the early UX research behind MIND; UX research on AI clinical reporting.

Earlier · Researcher at Bournemouth University, TU Berlin and University of Padova (2018–2020)

SELECTED PUBLICATIONS

2026 · **Colombo, G.** et al. Spatial navigation as a digital marker for clinically differentiating cognitive impairment severity. *Communications Medicine* · doi

2026 · Minta, K.*, **Colombo, G.*** et al. SPACE: A novel digital tool for assessing hippocampal structural integrity in older adults. *Scientific Reports* · doi

2026 · **Colombo, G.** et al. Beyond traditional assessments of cognitive status: Exploring the potential of spatial navigation tasks. *Behavior Research Methods* · doi

2024 · **Colombo, G.** et al. Detecting cognitive impairment through an age-friendly serious game: The development and usability of SPACE. *Computers in Human Behavior* · doi