



Andrea Franceschini

☎ +44 (0) 7549 11 56 41 +39 328 94 26 979

✉ andrea.franceschini@gmail.com

🌐 www.andreafranceschini.org

nationality Italian

work experience

January 2016 – present

role **Post Doctoral Research Associate**

institution **Computer Laboratory**, University of Cambridge, UK

summary Research and development for **Isaac Physics**

Research: analysis of impact based on **DfE exam results** for performance evaluation and funding
Development: a **graphical, web-based entry system** for symbolic formulas; **research** on usability and impact on problem solving skills and physics learning

November 2016 – present

role **Post Doctoral Research Associate**

institution **Robinson College**, University of Cambridge, UK

summary Teaching Supervisor for the Computer Science tripos

2006 – present

role **Freelance interaction designer and software developer** (iOS, Android, web)

activities **Web sites**, mostly for the classical music industry

Mobile applications, mostly small- to mid-sized projects such as exhibition guides, citizen engagement, interactive books for children, and casual games

some technologies Drupal, CakePHP, Ruby on Rails, iOS SDK (Swift, Objective-C), Android, Cinder (C++)

teaching experience

October 2016 – present

role **Teaching Supervisor**

institution **The Computer Laboratory**, University of Cambridge, UK

courses HCI and Interaction Design, Graphics, C and Java. Full list **online**.

October 2011 – November 2011

role **Full-time teacher**

school **Istituto di Istruzione Superiore di Lonigo**, Italy

course A035, Electrical Engineering and Applications

October 2002 – June 2010

role **Private tutor** (high school, university)

courses Mathematics, Computer Science, Electronics, Electrical Engineering

education

April 2012 – February 2016

degree **PhD** in Computing (Sound and Music Computing, HCI)

institution **The Open University**, UK

thesis title Learning to use melodic similarity and contrast for narrative using a Digital Tabletop Musical Interface

summary Working with musicians and educators, I developed and studied a tangible user interface for music education, as well as some educational activities around it.

supervisors Dr Robin Laney, Mr Chris Dobbyn

December 2006 – June 2010

degree **Laurea Magistrale** (MSc) in Computer Science and Engineering
institution **Università di Padova**, Italy
thesis title A practical approach to Music Theory on the Reactable
summary A primarily theoretical curriculum, complemented with courses relevant to the digital arts, such as Sound and Music Computing, 3D Data Processing, and Image Processing.
advisor Prof. Giovanni De Poli

October 2008 – March 2009

Erasmus, research and development on the Reactable
institution **Universitat Pompeu Fabra**, Music Technology Group, Spain
summary I developed a proposal for improving the Reactable's approach to tonal music.
supervisor Dr Sergi Jordà

October 2002 – December 2006

degree **Laurea** (BSc) in Computer Science and Engineering
institution **Università degli Studi di Padova**, Italy

courses and certifications

May 2018

course **Undergraduate admissions training**
institution University of Cambridge

October 2015 – December 2015

course **Machine Learning**
institution Coursera (Stanford University)

October 2015

course **Learn to Code for Data Analysis**
institution FutureLearn (The Open University)

professional qualifications

February 2011

certificate **Authorisation to practice as Information Engineer**
institution **Ordine degli Ingegneri della Provincia di Vicenza**, Italy

skills

research **user research** ethnographies, surveys, focus groups...
UX prototyping, iterative design, behaviour design and analysis, graphical and tangible user interfaces...
programming **experienced** C, C++, Objective-C, Swift, Processing, Pure Data, PHP, Ruby
familiar JavaScript, XML, SQL, x86 and ARM assembly
learning R, Julia, SuperCollider
organisation **management** of small groups, intern **supervision**, junior **training** and development
artistic **experienced drummer** (studio and live, teaching), basics of guitar, and piano
familiar with **audio recording and mastering** techniques
basics of **composition and songwriting** (classical, pop, experimental)
author of **comic strips and illustrations** (paper, pencil, Adobe Photoshop and Illustrator)
film and digital photographer, experienced in digital processing, acquainted with chemical film processing and printing

other languages

English **fluent** (speaking, reading, writing)
Spanish **fluent** (reading, writing), **intermediate** (speaking)

References

selected clients and works

Freelance and own work

- **Circular Bells**, musical toy – appsto.re/i6S564b
- **Aranaboo**, casual game for children
commissioned and published by Diego Corsi – appsto.re/i6SR4Jm
End-to-end development. The game uses face detection as a major gameplay element.
- **Crusade Bleeding Score Calculator**, medical specialist utility
2700+ units sold until August 2017 – appsto.re/i6SR4JJ – goo.gl/qHdhtV

Sintetik – www.sintetik.it

- **Da grande voglio fare l'astronauta**, interactive children book
story and graphics by Fausto Montanari – on.be.net/1FE26u2
I developed the app for iPad, but the client never published it.
- **Vinality**, catalogue and guide
published by Verona Fiere – appsto.re/i6SG3fj
I worked on backend development and client-server communication.

Reale Corte Armonica – www.realecortearmonica.it

Roberto Zarpellon – www.robtozarpellon.it

programming	www.github.com/Morpheu5
research	www.andreafranceschini.org
music	soundcloud.com/ilmoppe
video	www.youtube.com/user/therealmorpheu5
other skills	www.morpheu5.net

publications

- | | |
|-------------------|--|
| refereed papers | <ul style="list-style-type: none">· A. Franceschini, R. Laney, C. Dobbyn (2016), Sketching music: making music through exploring art. In <i>Proceedings of Sempre: Music, Education, Technology</i>, London, UK· A. Franceschini, R. Laney, C. Dobbyn (2014) Learning musical contour on a tabletop. In <i>Proceedings of the joint ICMC-SMC 2014</i>, Athens, Greece.· A. Franceschini (2010) Towards a practical approach to music theory on the Reactable. In <i>Proceedings of SMC 2010</i>, Barcelona, Spain. |
| posters | <ul style="list-style-type: none">· A. Franceschini, R. Laney, C. Dobbyn (2014) Sketching Music. <i>ICMC-SMC 2014</i>, Athens, Greece· A. Franceschini, R. Laney, C. Dobbyn (2013) A study of contour in music using digital tabletop musical instruments. <i>DMRN+8</i>, London, UK. |
| magazine articles | <ul style="list-style-type: none">· Series of tutorials on Drupal, covering configuration, templating, and module development. In <i>Linux&C</i>, 73, 74, 75. Piscopo Editore.· Series of tutorials on Inkscape, covering basic and advanced vector graphic techniques. In <i>Linux&C</i>, 65, 67. Piscopo Editore. |
| talks | <ul style="list-style-type: none">· Technologies and practices to “uncomplicate” music. 2nd Conference on Computer Simulation of Musical Creativity, 11-13 September 2017· <i>Music lessons on a tabletop</i>. Invited seminar, 26 September 2014
Experimental Music Lab, Università di Trento, Italy |