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- ☑ 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

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learning R, Julia, SuperCollider			
organisation <b>management</b> of small groups, intern <b>supervision</b> , junior <b>training</b> and development		organisation	
artistic <b>experienced drummer</b> (studio and live, teaching), basics of guitar, and piano		-	
familiar with <b>audio recording and mastering</b> techniques			
basics of <b>composition and songwriting</b> (classical, pop, experimental)			
author of <b>comic strips and illustrations</b> (paper, pencil, Adobe Photoshop and Illustrator)			
film and digital photographer, experienced in digital processing, acquainted with			
chemical film processing and printing			
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other languages English <b>fluent</b> (speaking, reading, writing)	other languages	English	<b>fluent</b> (speaking, reading, writing)
		Spanish	fluent (reading, writing), intermediate (speaking)

## References

S	elected 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.
		· Vinitaly, 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.robertozarpellon.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
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publicatio		• 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
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