



# Andrea Franceschini

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nationality Italian

## education

April 2012 – present

degree **Ph.D.** 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 Instrument

supervisors Dr Robin Laney, Mr Chris Dobbyn

October 2008 – March 2009

**Erasmus**, M.Sc. research and development on the Reactable

institution **Universitat Pompeu Fabra**, Music Technology Group, (Spain)

supervisor Sergi Jordà

December 2006 – June 2010

degree **Laurea Magistrale** (M.Sc.) in Computer Science and Engineering

institution **Università degli Studi di Padova (Italy)**

thesis title A practical approach to Music Theory on the Reactable

advisor Prof. Giovanni De Poli

October 2002 – December 2006

degree **Laurea** (B.Sc.) in Computer Science and Engineering

institution **Università degli Studi di Padova (Italy)**

thesis title Schematizzazione di uno scheduler ciclico statico per applicazioni embedded in ambiente Windows CE

advisor Dr Michele Moro

## teaching experience

October 2011 – November 2011

school **Istituto di Istruzione Superiore di Lonigo**

role **Full-time supply teacher** (A035, Electrical Engineering and Applications)

October 2002 – June 2010

role **Private tutor** (mathematics, computer science, electronics, electrical engineering) for High School and University students

## work experience

2006 – present

role **Freelance developer** (iOS, web)

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

**iOS applications**, mostly small- to mid-sized projects such as

exhibition guides, citizen engagement, interactive books for children, and casual games

some clients **Sintetik, Kina** (see last page)

some technologies Drupal, CakePHP, Ruby on Rails, iOS SDK

<b>other languages</b>	<p>english <b>fluent</b> (speaking, reading, writing)</p> <p>spanish <b>fluent</b> (reading, writing), <b>intermediate</b> (speaking)</p> <p>german <b>working on it</b></p>
<b>skills</b>	<p>programming <b>experienced</b> C, C++ (C++11, Qt), Objective-C, Processing, HTML, PHP, Ruby, Pure Data  <b>familiar</b> JavaScript, XML, SQL, x86 and ARM assembly for system programming  <b>learning</b> R, Julia, Swift</p> <p>system admin experience in <b>configuration and management of Linux</b> for desktop use and development environments (client and server)</p> <p>organisation acquainted with the basics of <b>project management</b>, some experience in co-ordinating a small group of developers</p> <p>artistic <b>experienced drummer</b> (studio and live, teaching), basics of guitar, and piano  basics of <b>composition and songwriting</b> (classical, pop, experimental)  author of <b>comic strips and illustrations</b> (paper, pencil, Adobe Photoshop and Illustrator, and Inkscape)  <b>film and digital photographer</b>, experienced in digital processing, acquainted with chemical film processing and printing</p>
<b>courses and certifications</b>	<p>February 2011</p> <p>certificate <b>Authorisation to practice as Information Engineer</b> (equivalent to Chartered Engineer)</p> <p>institution <b>Ordine degli Ingegneri della Provincia di Vicenza, Italy</b></p> <p>June 2000</p> <p>certificate <b>Amateur Radio Operator licence</b></p> <p>institution <b>Sezione ARI di Vicenza</b> (Italian Amateur Radio Association)</p>
<b>publications</b>	<p>refereed papers 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.</p> <p>A. Franceschini (2010) Towards a practical approach to music theory on the Reactable. In <i>Proceedings of SMC 2010</i>, Barcelona, Spain.</p> <p>posters A. Franceschini, R. Laney, C. Dobbyn (2014) Sketching Music. <i>ICMC-SMC 2014</i>, Athens, Greece</p> <p>A. Franceschini, R. Laney, C. Dobbyn (2013) A study of contour in music using digital tabletop musical instruments. <i>DMRN+8</i>, London, UK.</p> <p>magazine articles A. Franceschini (2011) Estendere Drupal: scrivere moduli personalizzati. <i>Linux&amp;C</i>, 75. Piscopo Editore.</p> <p>A. Franceschini (2011) Creare temi e pagine personalizzate per Drupal. <i>Linux&amp;C</i>, 74. Piscopo Editore.</p> <p>A. Franceschini (2011) Drupal: web content manager potente e flessibile. <i>Linux&amp;C</i>, 73. Piscopo Editore.</p> <p>A. Franceschini (2011) Inkscape: impariamo a dominare tracciati e colori. <i>Linux&amp;C</i>, 67. Piscopo Editore.</p>

A. Franceschini (2011) Inkscape: fare grafica vettoriale con Linux.  
*Linux&C*, 65. Piscopo Editore.

#### talks

*Qualitative Data Analysis*. Workshop, ESSD-HCI seminar series  
March 2015, The Open University, UK

*Music lessons on a tabletop*. Invited seminar, 26 September 2014  
Experimental Music Lab, Università di Trento, Italy

#### other references

programming [www.github.com/Morpheu5](http://www.github.com/Morpheu5)  
research [www.andreafranceschini.org](http://www.andreafranceschini.org)  
other skills [www.morpheu5.net](http://www.morpheu5.net)

#### selected works

**Sintetik** – [www.sintetik.it](http://www.sintetik.it)

- **Da grande voglio fare l'astronauta**, interactive children book – [on.be.net/1FE26u2](http://on.be.net/1FE26u2)  
story and graphics by Fausto Montanari

- **Vinitaly**, catalogue and guide – [apple.co/1LJvHDM](http://apple.co/1LJvHDM)

backend development (server) and client-server communication

**Kina** – [www.kina.it](http://www.kina.it)

- **X DataNet**, Drupal web site – [xdatanet.com](http://xdatanet.com)

configuration, management, and theme for Drupal

**Reale Corte Armonica** – [www.realecortearmonica.it](http://www.realecortearmonica.it)

**Roberto Zarpellon** – [www.robortozarpellon.it](http://www.robortozarpellon.it)