Andrea Franceschini

nationality	Italian

work experience

2006 – present

role	**Freelance interaction designer and software 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

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

professional qualifications

February 2011

certificate	**Authorisation to practice as Information Engineer** (equivalent to Chartered 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++ (C++11, Qt), Objective C, Processing, Pure Data, HTML, PHP, Ruby
	familiar	SuperCollider, JavaScript, XML, SQL, x86 and ARM assembly
	learning	R, Julia, Swift
organisation	some experience in managing small groups	
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)
German	**learning**

	April 2012 – pending examination
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 educational activities for around it. The evaluation was conducted using a blend of qualitative and quantitative methods, including interviews, open-ended questionnaires, video recordings, as well as descriptive statistics, and an information theoretical approach to the analysis of some of the musical artefacts.
supervisors	Dr Robin Laney, Mr Chris Dobbyn
	December 2006 – June 2010
degree	**Laurea Magistrale** (MSc) in Computer Science and Engineering
institution	**Università degli Studi 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, MSc research and development on the Reactable
institution	**Universitat Pompeu Fabra**, Music Technology Group, (Spain)
summary	I was tasked with developing a proposal for improving the Reactable's approach to tonal music.
supervisor	Sergi Jordà
	October 2002 – December 2006
degree	**Laurea** (BSc) 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
summary	Foundation curriculum of Computer Science, Faculty of Engineering. For my final year project, I developed a way to trick Windows CE's scheduler to comply with hard real-time requirements.
advisor	Dr Michele Moro
	October 2015 – present
course	**Machine Learning**
institution	Coursera (Stanford University)
	October 2015
course	**Learn to Code for Data Analysis**
institution	FutureLearn (The Open University)

References

selected clients and works

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.
- **Crusade Bleeding Score Calculator**, medical specialist utility
    1800+ units sold until November 2015 – appsto.re/i6SR4JJ
    I developed it on commission, and published it upon the client dropping the project.
- **Vinitaly**, catalogue and guide
    published by Verona Fiere – appsto.re/i6SG3fJ
    I worked on backend development and client-server communication.
- **Aranaboo**, casual game for children
    commissioned and published by Diego Corsi – appsto.re/i6SR4Jm
    I developed it entirely. The game uses face detection as a major gameplay element.

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

publications

refereed papers

A. Franceschini, R. Laney, C. Dobbyn (2014) Learning musical contour on a tabletop.
In *Proceedings of the joint ICMC-SMC 2014*, Athens, Greece.

A. Franceschini (2010) Towards a practical approach to music theory on the Reactable.
In *Proceedings of SMC 2010*, Barcelona, Spain.

posters

A. Franceschini, R. Laney, C. Dobbyn (2014) Sketching Music.
ICMC-SMC 2014, Athens, Greece

A. Franceschini, R. Laney, C. Dobbyn (2013) A study of contour in music using
digital tabletop musical instruments. *DMRN+8*, London, UK.

magazine articles

Series of tutorials on Drupal, covering configuration, templating, and module development.
In *Linux&C*, 73, 74, 75. Piscopo Editore.

Series of tutorials on Inkscape, covering basic and advanced vector graphic techniques.
In *Linux&C*, 65, 67. 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