



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

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**

education

April 2012 – Submitted 18 September 2015

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

[courses and certifications](#)

October 2015 – present

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

October 2015

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

February 2011

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

June 2000

certificate **Amateur Radio Operator licence**
institution **Sezione ARI di Vicenza** (Italian Amateur Radio Association)

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 losing interest.
- **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.robortozarpellon.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

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| 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. |
| | A. Franceschini (2010) Towards a practical approach to music theory on the Reactable . In <i>Proceedings of SMC 2010</i> , Barcelona, Spain. |
| posters | 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 | 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 | <i>Qualitative Data Analysis</i> . Workshop, ESSD-HCI seminar series
March 2015, The Open University, UK |
| | <i>Music lessons on a tabletop</i> . Invited seminar, 26 September 2014
Experimental Music Lab, Università di Trento, Italy |