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

skills

programming	**experienced**	C, C++ (C++11, Qt), Objective C, Processing, HTML, PHP, Ruby, Pure Data
	familiar	JavaScript, XML, SQL, x86 and ARM assembly for system programming
	learning	R, Julia, Swift
research	**user research**	ethnographies, surveys, focus groups, A/B testing…
	UX	prototyping, iterative design, behaviour design and analysis,
		graphical and tangible user interfaces…
organisation	some experience in co-ordinating small groups	
artistic	**experienced drummer** (studio and live, teaching), basics of guitar, and piano	
	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
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
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)
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

advisor Dr Michele Moro

October 2015 – present

course **Machine Learning**

institution Coursera (Stanford University)

tutor Andrew Ng

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)

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

References

selected clients and works

Sintetik – www.sintetik.it
- **Da grande voglio fare l'astronauta**, interactive children book – on.be.net/1FE26u2
  story and graphics by Fausto Montanari
- **Vinitaly**, catalogue and guide – apple.co/1LJvHDM
  backend development (server) and client-server communication

Kina – www.kina.it

Reale Corte Armonica – www.realecortearmonica.it

Roberto Zarpellon – www.robertozarpellon.it

programming www.github.com/Morpheu5
research www.andreafranceschini.org
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

A. Franceschini (2011) Estendere Drupal: scrivere moduli personalizzati.
Linux&C, 75. Piscopo Editore.

A. Franceschini (2011) Creare temi e pagine personalizzate per Drupal.
Linux&C, 74. Piscopo Editore.

A. Franceschini (2011) Drupal: web content manager potente e flessibile.
Linux&C, 73. Piscopo Editore.

A. Franceschini (2011) Inkscape: impariamo a dominare tracciati e colori.
Linux&C, 67. Piscopo Editore.

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