



Andrea Franceschini

work experience

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|-------------------|---|
| | January 2016 – present |
| role | Research Associate |
| institution | Computer Laboratory , University of Cambridge (UK) |
| summary | Research and development for Isaac Physics . I developed a web-based entry system for symbolic formulas with which I am currently researching the learning outcome of different question formats. I also perform maintenance and infrastructure development for the website. |
| | 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

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| | October 2016 – present |
| role | Supervisor |
| institution | Robinson College , University of Cambridge (UK) |
| courses | Programming in C and C++ |
| | October 2011 – November 2011 |
| role | Full-time teacher |
| school | Istituto di Istruzione Superiore di Lonigo |
| courses | A035, Electrical Engineering and Applications |
| | October 2002 – June 2010 |
| role | Private tutor (high school, university) |
| courses | Mathematics, Computer Science, Electronics, Electrical Engineering |

education

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|--------------|---|
| | 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 educational activities for around it. The evaluation was conducted using a blend of qualitative and quantitative methods. |
| 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 – December 2015

course **Machine Learning**

institution Coursera (Stanford University)

October 2015

course **Learn to Code for Data Analysis**

institution FutureLearn (The Open University)

[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**

References

selected 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
1800+ units sold until November 2015 – appsto.re/i6SR4JJ

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.robortozarpellon.it

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| 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 (2016), Sketching music: making music through exploring art. In *Proceedings of Sempre: Music, Education, Technology*, London, UK

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

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