Alessandro Saccoia
Resume 2012-2017

Bio

Alessandro Saccoia was born in Brescia (Italy) in 1982. During his studies in Computer Science, he started focusing on applications for computer music and interactivity. After having worked as a sound engineer, and thanks to his passion for experimental and electro acoustic music, he started working for the Music Research Institute IRCAM in Paris in 2010. In 2012 he moved to Berlin. He's now back to Italy, where he's pursuing a Philosophy degree, finding new ways to combine his existing background with his commitment to Arts, Humanities and Social Sciences.

email alessandro.saccoia@gmail.com
phone +39 3292038171
web www.alsc.co

Professional experience

Always dedicated to the advancement and research in the areas of musical interactivty, his work for digital production companies has lead him to be knowledbeable in all areas related to modern human/computer interaction: web, audio, video, generative design.
Combining a taste for good design, interactive arts, and his coding skills, he has realized a long series of projects that touched all those subjects, with a primary focus on sound and music.

Lately, his interests include the application of Machine Learning techniques to bridge between computers and the physical world. He's now working for Mogees, a contemporary musical instrument that allows everybody to play physical objects as if they were musical instruments.

Teaching experience

His teaching experience goes back to seminars about Cycling'74 Max MSP and Jitter: since 2012 he's affiliated with the University of Franche Comté where he teaches 2 courses for the Master in Multimedia Products: one about Audio Frameworks for Interactive, the other one is Introduction to Arduino and Physical computing.

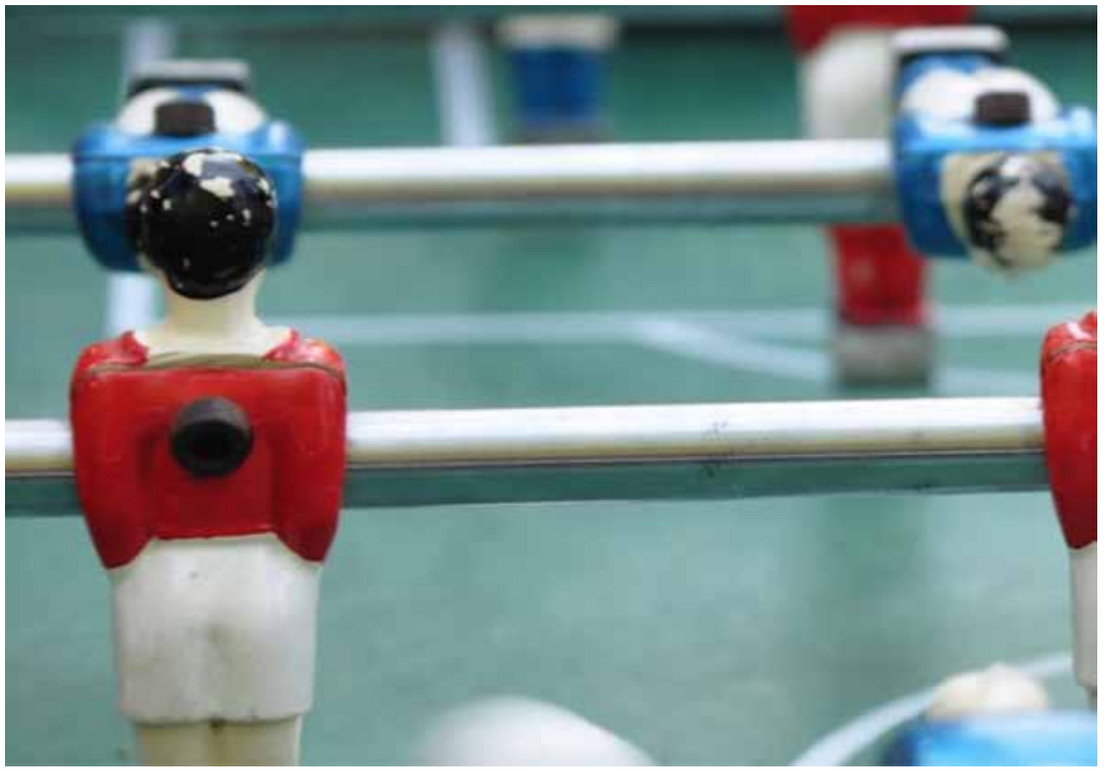
Possible courses or workshops that can be taught are a combination of Interactive Sound Design, Javascript/C++ programming, Audiovisual frameworks and generative design in Openframeworks, techniques for Physical Installations with Arduino or Raspberry PI combined with sensors and

Mogees

Conceived and developed by my friend and ex-colleague Bruno Zamborlin, Mogees combines a piezo microphone and a powerful software that analyzes and re-synthesize the sounds of the surrounding world.

I have been asked toupdate and refactor the Machine Learning part, and implement new algorithms and features for the Mogees library.

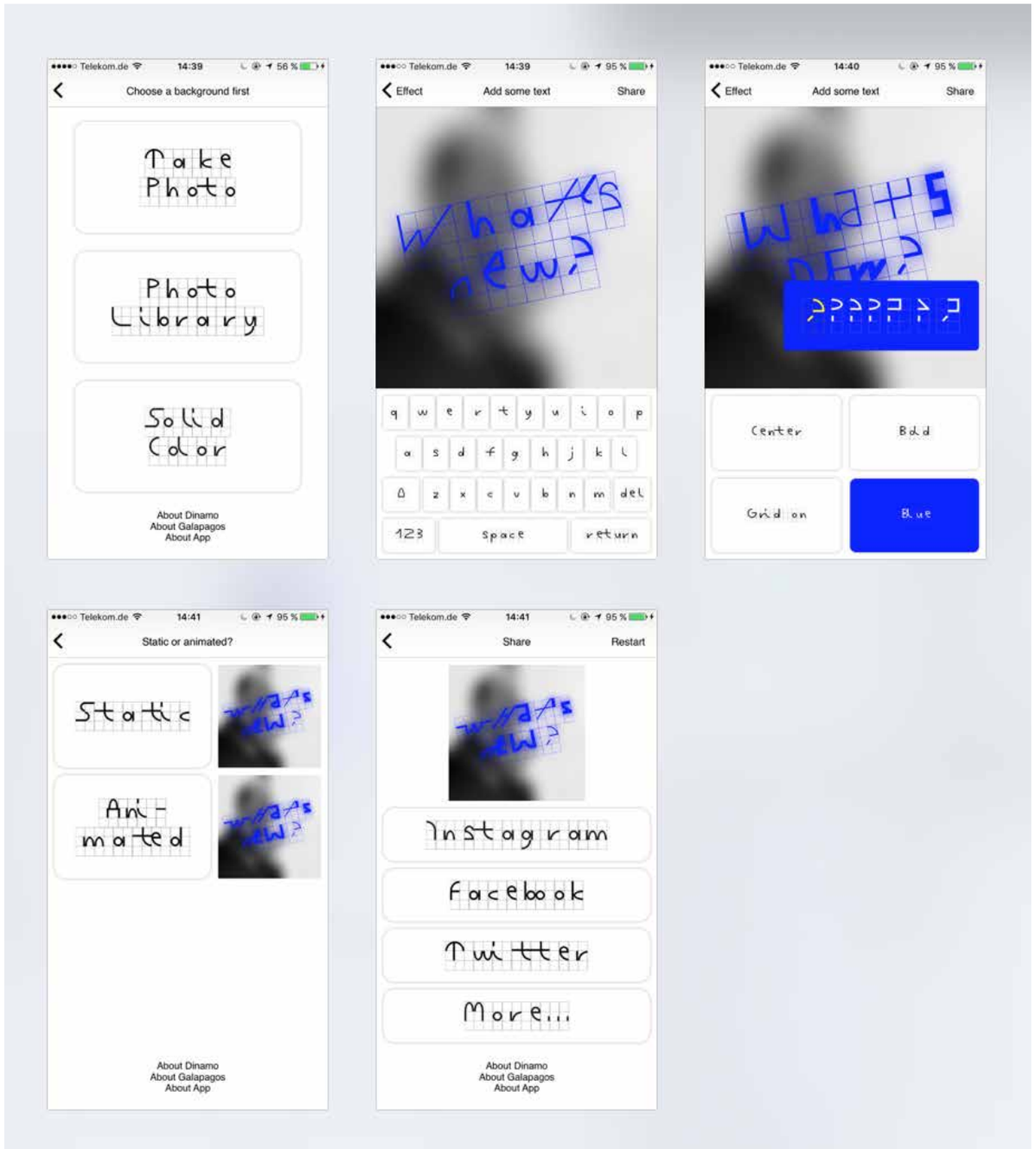
Year	2017
Client	Mogees Ltd
Role	Development
Technology	Machine Learning, Matlab, C++



Panini Digital

I have worked for Panini for the first time 14 years ago: I am in the process of improving some of their products that are sold to football teams. This includes ideating new interactive reports using D3.js, extracting new statistics using Machine Learning methods, tracking footballers on the field by combining video shot from different perspectives.
Also, I am realizing from the ground up a Speech Recognition system. For these projects I am coordinating other 2 people.

Year	2017
Client	Paninidigital.it
Role	Concept & Development
Technology	Speech Recognition, D3.js, C++



Galapagos App

The application allows to write text in a snapchat-style on pictures, using this modular typeface. The pictures can be then exported as static or animated on the vari- ous social networks or saved to the Photo Library.

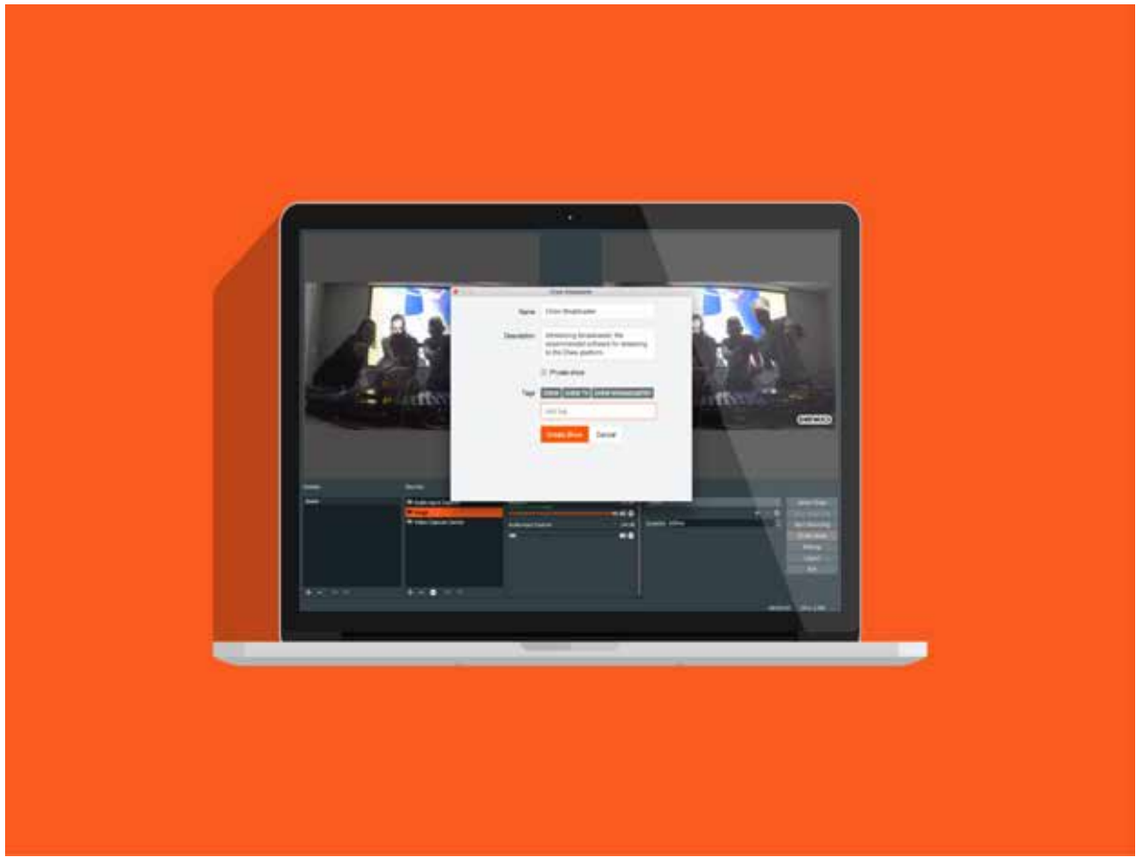
The client contacted me asking for an advice on what kind of application could have been used to showcase their new, modular font. The concept and design have been curated together, and I have developed the app using pure Swift.

Year	2016
Client	Dinamo Type Foundry
Role	Concept & Development
Technology	Swift, iOs

ReDominator for iOs

I have been asked to rehaul the existing Virtual Synthesizer for desktop computer and make it work on iOs, with a renovated design. The synthesizer will hit the market in January 2017.

Year	2016
Client	AudioRealism
Role	Concept & Development
Technology	Swift, Obj-C, C++, iOs



Chew Broadcaster

A tailored audio-video broadcasting software for Chew.tv, a popular DJ Broadcasting platform. Combines the existing OVS Studio with a new authentication system using the Chew API and WebView, a renovated UI, helping users streaming their DJ set.

Year	2016
Client	Chew.tv
Role	Development
Technology	QT, C++, JS, REST

Infiniti: Deja View

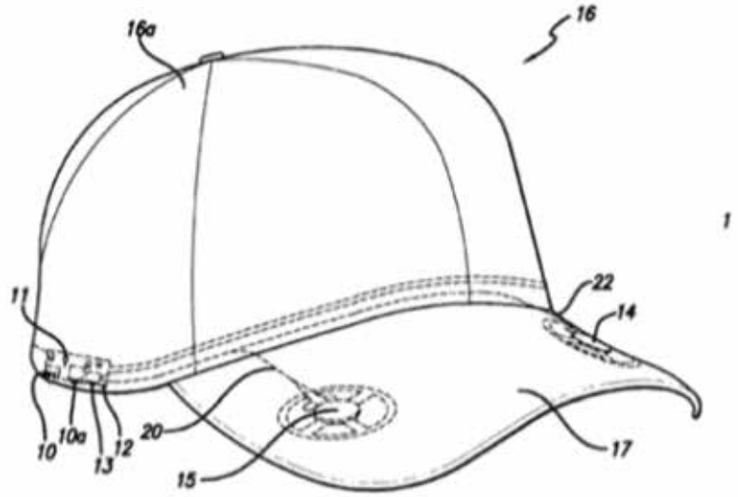
Deja View is a ground-breaking interactive film where you interact with the characters by talking to them. During the experience the characters will pick up their phones and actually call your real world phone, what you say to them determines what will happen next and where they will go.

For this project, I have been involved in the research and realization of a speech-activated interactive system that would connect the world of normal telephony with the in-browser interactive experience.

While the choice for the system that dials the user's number is restricted to be using the Asterisk VoIP Phone System, the part of Speech Recognition has involved some more research and trial and error, after which we settled on using the Google Speech Recognition API, for which I have coded the Javascript authentication and bridge from the Asterisk Server.

For this project I have also done part of the back-end and of the deployment.

Year	2014
Client	Infiniti
Agency	Dinahmoe, Campfire
Role	Development
Technology	VoIP, Google Speech APIs, Back-end
Awards	FWA Of The Day



I have been asked to come up with the specification of a system that could be used to share perfectly sync-ed music coming from different streaming Music Service Providers.

For this, I have been studying in detail the Sonos Music System API and broadly defined the requirement and architecture of such system.

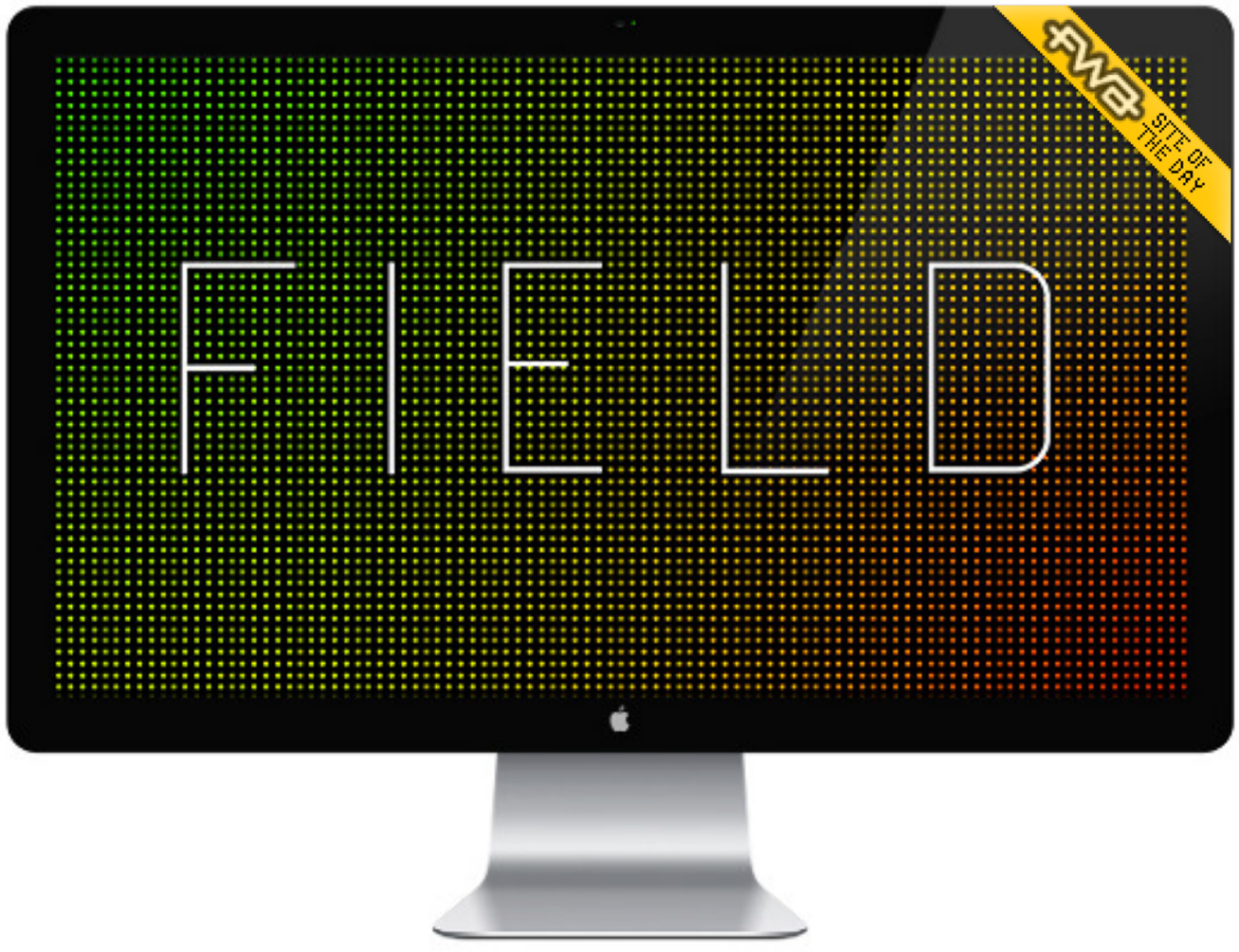
Year	2016
Client	AudioWear
Agency	Dinahmoe
Role	Research Engineer / Estimate
Technology	Sonos API, REST API, Node.js

For an agency pitch, I have been asked to come up with three interesting interactions that users of a certain brand could entertain with an Amazon Echo.
After a brief study of the Alexa Kit itself, I have investigated about the availability and interface of different data-sources, that could be put together and aggregated in order to give the user some useful and meaningful insights.

Year	2016
Client	Confidential
Agency	Wildbytes
Role	Research Engineer / Estimate
Technology	Alexa Skills Kit, JS, GMaps API and other APIs

For the Paris Motor Show, Wildbytes (BCN) have created a 4D Virtual Reality experience for SEAT.
My role has been to study a fallback solution that would allow the 50 Gear VR headset to start their playback in sync in the unfortunate case where the wi-fi would not work. For this, I study a solution using Beacon technology.

Year	2016
Client	SEAT
Agency	Wildbytes
Role	Research
Technology	iBeacon



Nike/Dazed: Field

Dazed and Confused Magazine and L.A.-based music producer Nosaj Thing, along with FAIR, the design collective by former W+K creative Julia Tsao, have collaborated with Nike+ Fuelband to create FIELD.
FIELD is a collaborative online music video which tracks your mouse and keyboard movement to create stunning visuals that go along with the sound. According to Dazed, the movement as sound and image idea was inspired by the artists' use of Fuelband, which tracks how much you are moving everyday and converts it into "Fuel."

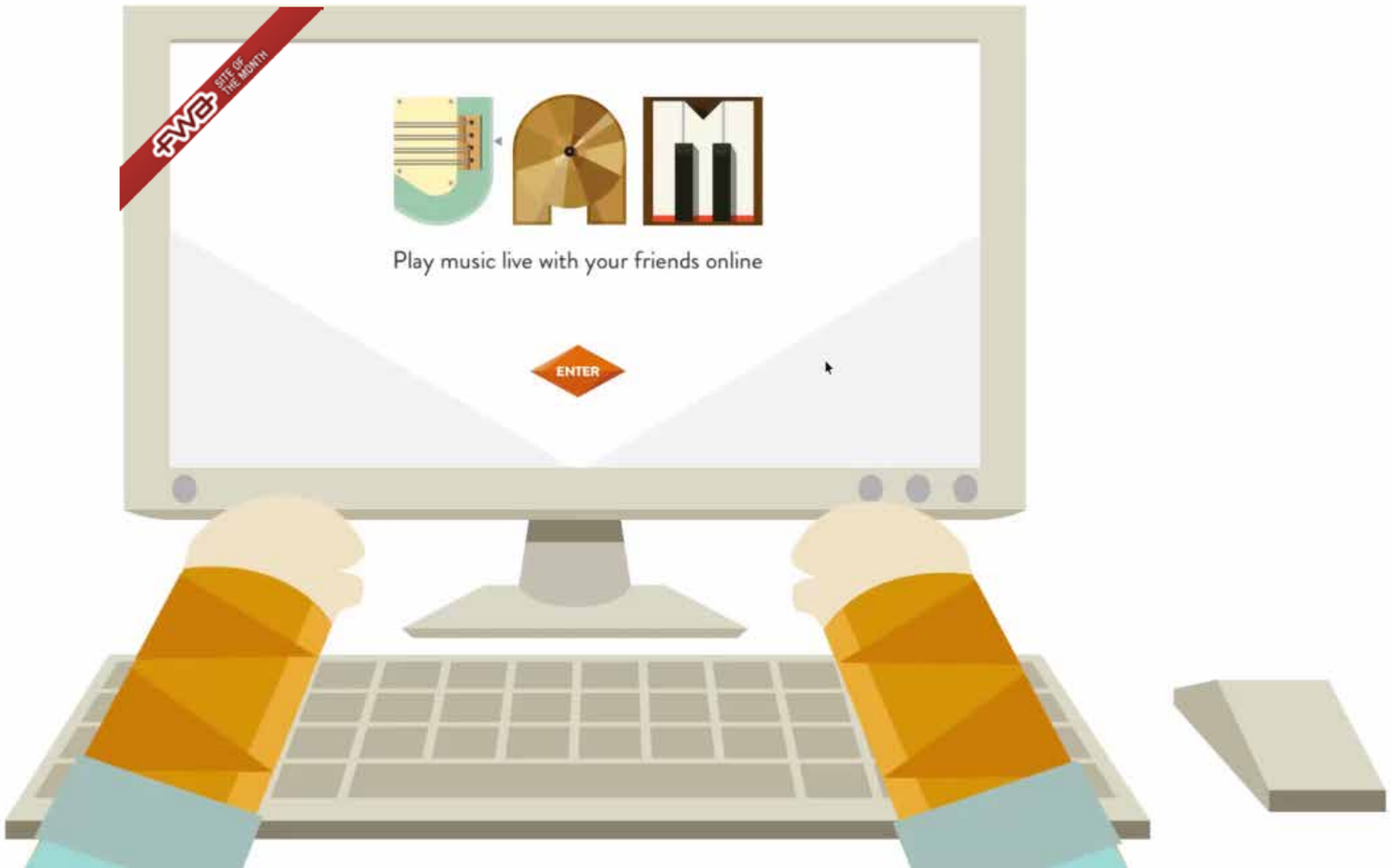
Year	2012
Client	Nike+ Fuelband Dazed and Confused Magazine
Agency	FAIR
Role	Web developer
Technology	Javascript, Web Audio, Toxiclibs
Awards	FWA Site Of The Day

Google: JAM With Chrome

JAM with Chrome is an interactive web application that allows friends in different locations to play music together in real time through their Chrome browser, using the latest HTML5 technologies. You can choose from one of 19 instruments and up to 4 people can JAM together in a session.

I have been working together a distributed team to come up with this online experience. My role has been JS programming of the Audio Effects and Instruments, sound design of the presets. The FX library I wrote has been has become the widely adopted *tuna.js*.

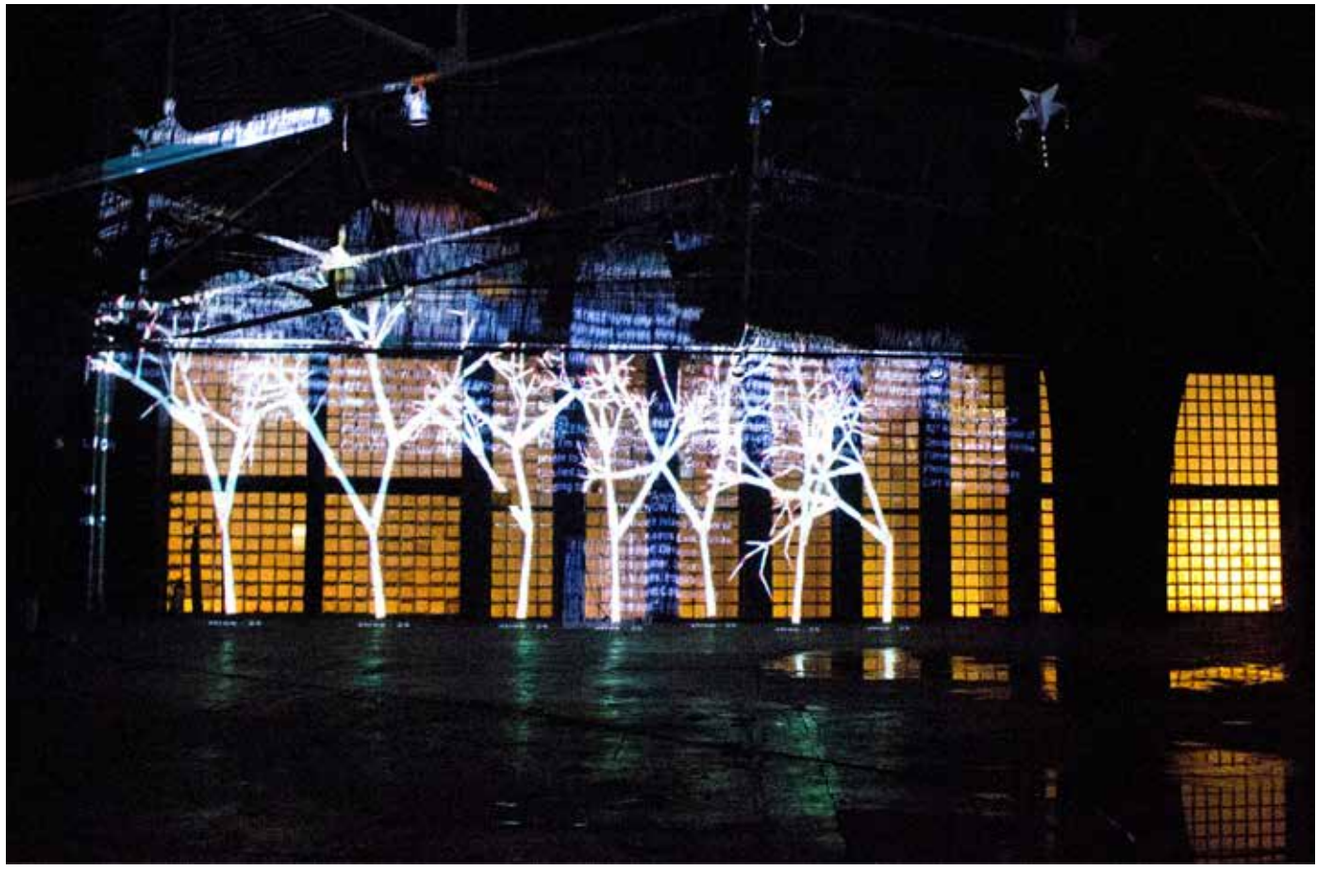
Year	2012
Client	Google Creative Lab London
Agency	Dinahmoe
Role	Web Developer
Technology	Javascript
Awards	FWA Of The Month Nov. 2012



(x)trees - International Symposium of Electronic Arts

(x)trees is projected in real time on to buildings and large spaces, exploring messaging and mobile devices as a way to create a participatory experience around the theme of protecting our natural resources, and our relationship to communication technology.
By integrating data mining from social networks and text messaging, people participate in the creation of the branches to create a virtual interactive forest of dynamically generating trees. The audience sends a tweet or text message and sees their message appear on the wall with a branch. The key word is chosen in relation to the event i.e. climate change.

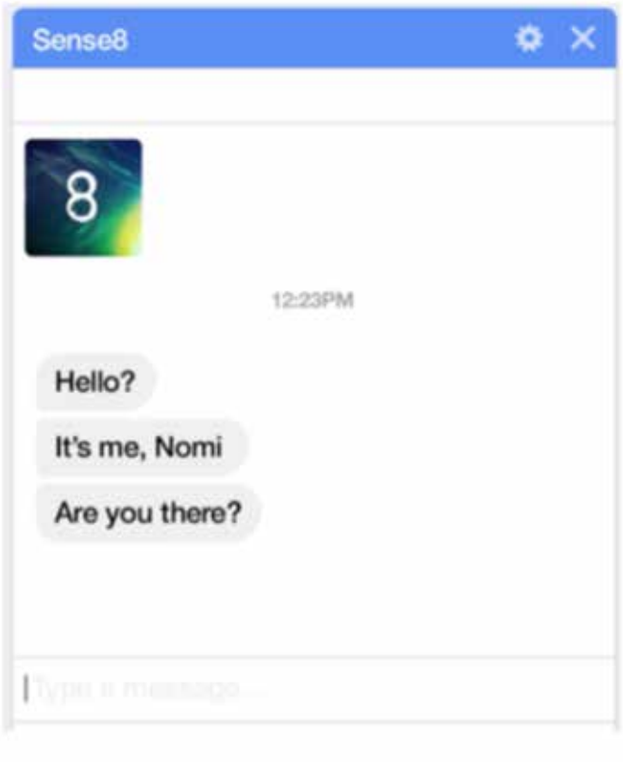
Year	2012
Collaboration	Agnes Chavez
Agency	Dinahmoe
Role	Designer / Developer
Technology	Openframeworks



Rayban #madeofmusic

Using people tweets containing the hashtag #madeofmusic, we create a generative audio visual piece where mood, tempo, timbre, chord progression and the other musical features magically map to the semantic content of the tweet.

Year	2013
Client	Stink Digital
Agency	Dinahmoe
Role	Interactive audio development
Technology	Wordpress, d3.js, Social APIs, PHP



Netflix Sense8 Chat Bot

Facebook chatbot where you can speak to Nomi and she makes you a video.
I have implemented a Python REST server and a FFmpeg script that automatically generated the fanvid, including the initial crossfades, scene cuts and the custom end credits cards.

Year	2016
Client	Campfire NYC, Netflix
Agency	Dinahmoe
Role	Backend development
Technology	Python, Node, Flask, FFmpeg