Resume of **ALESSANDRO SACCOIA**

Creative digital solutions for art and entertainment

Leveraging my years of experience and my dedication to the creative use of technology into new and exciting projects with the most innovative, fast-paced companies and digital agencies

WORK EXPERIENCE

Freelance Projects (UK, USA, FR), 2008-now
I have been working on a plethora of projects ranging from iOs Applications (*abcdinamo, AudioRealism*), Interactive Installations, DJ Broadcasting software (*Chew.tv*), Audio Plug-ins (*NUGEN Audio* and *SFX Machine*).

Dinahmoe (SWE), Technical Director and Creative Coder, 2012-2016
Working with Dinahmoe as a freelance developer and Technical Director I have been constantly challenged in multiple aspects of interactive development. With several FWA awards won, and clients such as as Acne Production, Stink Digital, BBH, Campfire, HBO, I have collected a proven track of professionally delivered digital experiences. Besides the published projects, I have worked on an amount of internal R&D projects for prototypes and pitches using motion sensor data, WebGL, speech synthesis and recognition, Kinect.

IRCAM (FR), Audio Researcher and Developer 2010-2012
Sound processing and design for interactive performances of contemporary classical music. C++ development of libraries for large scale Music Information Retrieval, real-time effects for performances using Max/MSP with self coded externals.

IK Multimedia (IT), Audio Engineer and Developer 2009-2010
Work on the software line of this known manufacturer of virtual musical software, namely Amplitube 3 and Sampletank 2. In both cases I have been working mostly on application level code. For Amplitube 3, my involvment has been with testing and sound design of the presets for the built-in guitar sounds.

Previous projects (ITA), 2005-2008
My earliest jobs have been in Web Development and in Statictics and Video Services for sport and TV (*Panini Digital*).

ART, MUSIC AND FILM

Wasala, 360 Documentary (ARTE, 2016)
Direction, music, location sound + post

(X)trees, Albuquerque 2012, Installation
Coding and interactive sound design

Noa e La Gola di Olduvai, game, 2008
Videogame interactive sound design

Atempause, film (Germany 2004)
Music and sound design

TEACHING

Université de Franche Comté, FR
Master produits et services multimédia
Audio Frameworks (*2013-2016*)
Introduction to Arduino (*2015*)

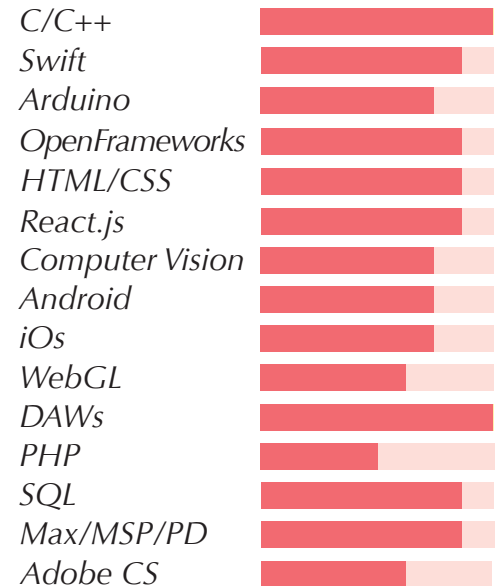*Universitá degli Studi di Milano*
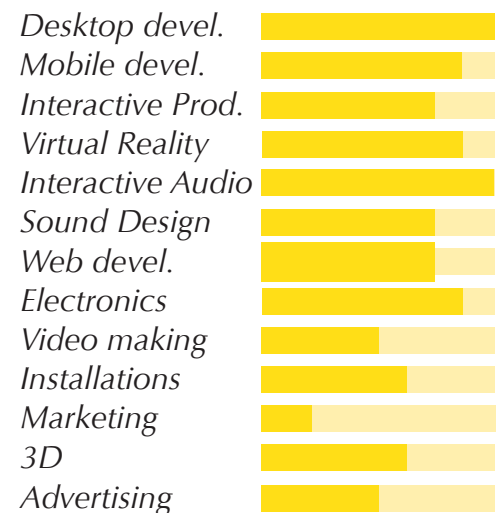Multimedia Publishing (Sound) (*2009*)

EDUCATION

Universitá di Macerata, 2016-now
Phylosophy B.A.

Politecnico di Milano, 2006-2009
Audio Engineering and Sound Design

Universitá di Milano, 2001-2005
Computer Science

TECHNICAL SKILLS

C/C++
Swift
Arduino
OpenFrameworks
HTML/CSS
React.js
Computer Vision
Android
iOs
WebGL
DAWs
PHP
SQL
Max/MSP/PD
Adobe CS

AREAS OF EXPERTISE

Desktop devel.
Mobile devel.
Interactive Prod.
Virtual Reality
Interactive Audio
Sound Design
Web devel.
Electronics
Video making
Installations
Marketing
3D
Advertising

LANGUAGES

Italian
English
French
Spanish
German

CONTACT INFO

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