

Fluent in English; Strong quantitative, modeling and coding skills; Experience in VR development, visual design, interactive applications.

WORK EXPERIENCE

HKBU (FT)

September 2021 - present

Postdoctoral Fellow Researcher and Unity Specialist for Hong Kong Apps Resource Center

- Developed 10+ applications for multimedia content: immersive 3D audio technologies, Virtual Reality VR, Augmented Reality (AR), interactive visuals;
- Instructor for Unity Workshops ;
- Educational apps development (coding and UI/UX design);
- Apps evaluation experiment design and data collection: quantitative and qualitative analysis of apps usage in term of performance and perceived quality;
- Instructor for arts performing practices in AR;
- Realization of research papers on education technology, music technology and VR/AR applications.

City University of Hong Kong

July 2020 - June 2021

Assistant Researcher

- Teacher of python, machine learning and data visualization

FREELANCE

2012 - present

Artist, developer, entrepreneur

- VR/AR immersive applications/experiences (commissioned/showcased/presented in Hong Kong, Berkeley, San Francisco, Chicago, Hamburg, Liverpool etc.);
- Founder of Santini Digital, software company
- Online instructor for AR/VR at *Xccelerate* (March-June 2021)
- Part-time developer at MINEO/AICO (September 2021-present)
- Santini Digital partner for software development with Zuhlke (June 2021-present)
- 100+ concerts in many countries (Europe, US, Canada, Argentina, HK, China);
- 30+ commissions as multimedia artist and songwriter (Swiss Radio and Television, Hong Kong Arts Development Council, Harvard University, etc.);
- Publication of musical CDs as pianist and composer for (Sheva and Ars Publica);
- Publication of musical scores and research papers for international journals/conferences/publishers (NIME, Springer, Ars Publica etc.).

EDUCATION

Hong Kong Baptist University

Sep 2017- Jun 2020

PhD in Music

- In collaboration with the Computer Science department: development of immersive VR/AR applications for Music and the Arts. (PhD thesis: *Explorations in Augmented Reality for Interactive Gesture-based Musical Notation*).

UC Berkeley

Aug 2018- Dec 2018

Startup Semester

- Business development (product design, market research, go-to-market, budgeting);
- Tech development for industrial applications (VR/AR, machine learning, blockchain);
- Pitching business ideas in front of VCs;
- Team-leading;
- Working in multi-cultural teams.

University of Applied Sciences Northwest Switzerland (Basel)

Sep 2014 - Jun 2016

Specialized Master in Composition and electronic music

- Music technology application development and recording techniques;
- Musical composition.

University of Applied Sciences Southern Switzerland (Lugano)

Sep 2011 - Feb 2014

Master of Arts in Composition and Theory

- Musical Composition and Theory.

P. Mascagni Conservatory (Livorno)

Sep 2007 - Oct 2010

Master of Arts in Piano

- Piano performance

ADDITIONAL INFORMATION

Languages: Italian (native), English (fluent), German (beginner, A1).

Interests: PC building, cultural studies and hiking.