

francesco gagliardi

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esperienze lavorative

2019 - now **3D Artist, Unity 3D Developer** | **Realmore srl** | Milano

2021 **Game Designer, 3D Artist** | **Fondazione Prada** | Finite Rants | Milano

2021 - now **insegnante Unity3D** | **Accademia Cappiello** | Firenze

2020 **Sound Designer, Composer** | Vesper | **Cordens Interactive** | **Deck13 Interactive** | Milano | Monaco

2019 **3D & Visual Artist** | **Cyberspeak /Industrial Romanticism** | Tempio del Futuro Perduto | Milano

2019 **Game Designer, Sound Designer** | Realizzazione gioco in **Unity** | Tempio del Futuro Perduto | Milano

2018 **Sound Design, 3D Visual for Experimental Movie** | **NEVERNEVERLAND** | Amsterdam

2018 **Sound Design, Sound Effects for commercial** | Creative Room | **Otolift** | Milano

2018 **Audio Engineer, Voice-Over** | Prosciutto San Daniele | **Robilant & Associati S.P.A.** | Milano

2018 **Audioreactive Installation** | Lissajous | A Room With Views | **IED** | Milano

2018 **3D Audio spaziatialization, Sound Design, Mixing** | **B&Q plc - Kingfisher plc** | Milano

2017 **Audio Engineer, Voice Over e Sound Design** | **Robilant & Associati S.P.A.** | Milano

2017 **Audioreactive Installation** | Sonic Flowers | **3.1 Phillip Lim** | Shanghai Fashion Week | Shanghai

2017 **Sound Designer, Composer** | **Sculptuur Bredelar** | Kloster Monastery | Bredelar

2017 **Audioreactive Installation, Software & Hardware development** | **KRUG Champagne** | Milano

2016 **Audio Engineer, Voice-Over** | spot **Aperol** | **Robilant & Associati S.P.A.** | Milano

2016 **Audio Engineer, Voice-Over** | spot **Ligget & Dukatt** | **Robilant & Associati S.P.A.** | Milano

2016 **Boom Operator** | In Residence: **Vincenzo De Cotiis** | **NOWNESS** | Milano

2016 **Audio Engineer, Voice-Over** | spot **Ichnusa** | **Robilant & Associati S.P.A.** | Milano

2016 **Sound Designer, Composer** | esposizione fiera | **Rizoma Motors** | **Just.Studio** | Milano

2016 **Sound Designer, Composer** | **MTV America** | RC SAS | Milano

2016 **Sound Designer, Composer** | **Sandberg Institute** | Amstersam

2016 **Max/MSP Teacher** | Workshop | **Spazio WeMake** | Milano

2015 - now **Coding, Sound Design** | Lissajous | Audio/Video software | **Audiobulb Records** | Londra

2015 **Audioreactive Installation** | Pietra Fluida | Grassi Pietre srl | **Marmomacc & the city Milano Fuorisalone** | Milano

2011 **Sound Designer, Composer** | **Vogue** | Milano

2011 **Sound Designer, Composer** | Viaggio del Quarto Stato | **Museo del Novecento** | Milano

competenze informatiche

Macintosh, Windows, Linux OS

Ableton Live, Reaper, Logic Studio, Pro Tools, Reason, Cubase DAW

Adobe InDesign, Illustrator, Photoshop, Premiere, After Effects DTP

Max/MSP/Jitter, Processing 3, HTML5, CSS, SASS, JS, C#, WebGL (Three.js), NodeJS { ... }

Unity3D, Blender, MatLab, ZBrush, Isadora, Substance Painter/Designer 3D

Microsoft Office & iWork | KeyNote | Wordpress Others

competenze del settore

Sound Design	Mastering Audio	3D Configurators
Audio Engineering	Sound Logos	Multimedia Design
Analog & Digital audio synthesis	Field Recordings	3D Animation
3D audio - Ambisonics	Audio Engineer (studio, Live)	App/Softwares (AR, VR, iOS, Android)
Soundtrack	Audio Mixing	3D Modelling
Audio recoridng techniques	Interactive Installations	Shading, Texturing, Rendering

performance dal vivo

performance dal vivo

REALIA Collective Live Performance ~raw + noumeno + Hyter MACAO Milano	2019
AV Hybrid Performance ~raw + noumeno Tempio del Futuro Perduto Milano	2019
AV Live Performance ~raw Spazio BASE Milano Digital Week Milano	2019
AV Live Performance con Max/MSP/Jitter ~raw Tempio Del Futuro Perduto Milano	2018
AV Live Performance ~raw MACAO Milano	2017
AV Live Performance ~raw BASE - Spazio (ex) Ansaldo Milano	2016
AV Live Performance ~raw + Asana Crunch Ombrelunghe Bologna	2016
AV Live Performance Hunter Gatherers Escapism The Wandering School MACAO Milano	2016
AV Live Performance ~raw Il Kantiere Verbania	2015
AV Live Performance A I O N roBOt Festival 08 Bologna	2015
Live Performance ~raw Naherholung Sternchen Berlino	2014
Live Performance: Nils Frahm opening D.E.P. Video Sound Art Villa Simonetta Milano	2012

residenze artista

2018	Guest Artist Residence - 7 days residency at WORM Sound Studio Rotterdam
2017	Guest Artist Residence - 10 days residency at WORM Sound Studio Rotterdam
2016	Guest Artist Residence - 15 days residency at EMS Elektronmusikstudion Stoccolma

corsi di specializzazione | workshops

Music Makers Meeting - Loop Ableton Berlino	2017
Workshop - Coding with Arduino & Max/MSP - Marco Pucci - Brera Milano	2016
Meeting with Bill Fontana on Sound Deisgn - Brera Milano	2015
Workshop on Intellijel Modular Synthesizers - Giovanni Napoli - MONO Studio Milano	2014
Advanced Analog Synthesis - Enrico Cosimi - FONDERie Sonore Roma	2014
Handmade synthesizer - Hackspace Berlino	2014
Re-Noise - Andrey Smirnov - Künstlerhaus Bethanien Berlino	2013
Masterclass Freq_Out - C. M. Von Hausswolff, M. Harding - STEIM institute Amsterdam	2013
Dynamic Processors and Compressors - Massimo Marchi - IED Milano	2012

istruzione e formazione

2012	Bachelor of Sound Design - IED Milano - Istituto Europeo di Design Milano (MI)
2009	High-School Degree - Liceo Scientifico L. Da Vinci Bisceglie (BA)

visit portfolio

Autorizzo al trattamento dei miei dati personali ai sensi del Dlgs 196 del 30 giugno 2003

