



Sergio
Marchesini

CONTACT

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 <https://sergiomarchesini.it>

ABOUT ME

I am a software developer, musician and composer. I try to mix technology with creativity.

WORK EXPERIENCE

CURRENT

Musician and Composer

I write and perform music for live acts, theatre, dance, interactive installations, commercials and film.

My film soundtracks have premiered at Locarno and Venice Film Festivals, on main European channels and platforms, including Netflix, Arte, RaiTV.

Some of my music has been commissioned by companies and institutions like Electrolux, Montura, Querini-Stampalia Foundation, Teatro Stabile del Veneto.

I love theatre and have been writing music or performing it live in different occasions with brilliant actors, writers and directors like Mirko Artuso, Marco Baliani, Giuseppe Battiston, Massimo Carlotto, Massimo Cirri, Vasco Mirandola, Giuliana Musso, Andrea Pennacchi, Giancarlo Previati, Stefano Scandaletti.

2021 - 2021 – Venice, Italy

Research data scientist

University of Venice

Conducting a data research for the Marketing Dpt of Ca'Fascori University

2017 - CURRENT – Padova, Italy

Creative Developer

D20 ArtLab

<https://d20artlab.com/> Born as a University spinoff, D20 aims at leveraging the language of contemporary art and creative technology for better brand and institutional communications. We make art installations and physical computing experiments for public spaces, museums, showrooms. My role is in product concept, brainstorming with clients, evaluating feasibility, and technical delivery.

2019 - 2020 – Padova, Italy

Web application developer

Uqido

Web development: Node, Rails, PHP

2014 - 2018 – Padova, Italy

CTO

Triboom.com

I co-created, developed and maintained Triboom, an online crowdfunding platform for sport communities

2002 - 2013 – Padova, Italy

Contract Professor

University of Padua

I have been teaching two New Media courses at the Master in Journalism, University of Padua, Italy. I worked with my students trying to spot trends in the media industry, foresee changes and try to imagine how journalism was changing in the new media landscape. I also addressed technical skills required for a career in digital journalism: web development, audio and video editing, ecc.

2007 - 2014 - Padova, Italy

Web application developer

HCE

I worked on developing and maintaining a proprietary php HMVC framework, adding new features, coordinating releases, creating plugins. The framework I co-developed with my colleagues at HCE has been used for years in production environments, including heavy traffic e-commerce sites.

Also Symfony based development.

2002 - 2008 - Vicenza, Italy

Web application developer

E-side

Full stack web development.

2000 - 2001 - Milan

Cost analyst / Sap Developer

Pirelli Informatica

Product Costing, SAP development

EDUCATION AND TRAINING

Degree in Business Administration

Ca' Foscari University of Venice, Venice

2000

Master in Process Engineering

Alta Scuola Politecnica di Milano, Milan. On a scholarship from Piero Pirelli Institute, Milan.

2016 - 2016

Machine Learning for Musicians and Artists

Goldsmiths, University of London, London (United Kingdom)

Hands-on proficiency applying machine learning for creating real-time interactions Computational processes in machine learning Practical and aesthetic considerations in applying machine learning to artistic problems.

2013

Creative Programming for Digital Media & Mobile Apps, 100% with distinction

University of London International Programmes, London

2011

Machine Learning

Stanford On Line

2011

Introduction to Artificial Intelligence

Stanford On Line

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

OTHER LANGUAGE(S):

English

Listening
C1

Reading
C2

**Spoken
production**
C1

**Spoken
interaction**
C1

Writing
B2

Spanish

Listening
B2

Reading
C1

**Spoken
production**
B2

**Spoken
interaction**
B2

Writing
B1

German

Listening
B1

Reading
B2

**Spoken
production**
B1

**Spoken
interaction**
B1

Writing
B1

French

Listening
B1

Reading
B2

**Spoken
production**
A2

**Spoken
interaction**
A2

Writing
A1

DIGITAL SKILLS

Physical Computing / Edge Computing

Microprocessors Arduino Cypress Raspberry Pi

Web Dev Full Stack

Vue.js / Databases (MongoDB MySQL MariaDB PostgreSQL) / CMS: Wordpress, Magento, Joomla / Web Development HTML 5 CSS JavaScript / Magento / php / Typescript (NodeJs) / React/Redux

Ai / Machine Learning / Data Science

Streamlit / Audio Production / Python libraries (NumPy Pandas Keras SciKit-Learn TensorFlow Matplotlib Seaborn) / Machine Learning and Deep Learning frameworks: Tensorflow, Keras, PyTorch

Multimedia / Creative Coding

Processing (Java) / MLJS / P5JS

CONFERENCES AND SEMINARS

2021 > – School for Documentary Cinema

Music, Truth and Conversation: the role of music in documentary cinema

CREATIVE WORKS

CURRENT

Cinema and Tv Show Reel

Film Soundtracks:

2019:

il pianeta in mare

di Andrea Segre

Venezia 2017

Foodie Love (HBO) (alcuni brani non l'intera colonna)

Di Isabel Coixet

2017:

l'ordine delle cose

di Andrea Segre

Venezia 2017

niente sta scritto

di Marco Zuin

2015:

la sedia di cartone

di Marco Zuin

Premio miglior corto documentario al CineChildren International Film Festival di Ostiglia (Mantova)

Premio Miglior Film al Siloe Film Festival

Premio Miglior Film al Gargano Film Festival Provo Corto

Primo premio al Festival Inclús di Barcellona

Premio Touring Club al Festival "Marcellino de Baggis" di Taranto

2° premio sezione tema sociale al Catone Film Festival

Premio "Nassino" al Festival Internazionale del cinema Povero

Menzione Speciale della Giuria di qualità a L'Anello debole - Capodarco l'Altro festival

Menzione speciale della Giuria al Taranto in short

i sogni del lago salato

di Andrea Segre

Locarno 2016

Venezia 2016

2014:

come il peso dell'acqua

di Andrea Segre, Stefano Liberti, Giuseppe Battiston, Marco Paolini (2014)

Rai Cinema

daily Lydia

di Marco Zuin

Premio Pesaro DocFest 2015

Premio "Sorriso nell'infanzia" al Festival Tulipani di Seta Nera (Roma)

Primo premio al Food Film Fest di Bergamo

Menzione speciale al Sardinia Film Festival – Premio Villanova Monteleone (Sassari)

2013

la prima neve

di Andrea Segre

70^a Mostra Internazionale d'arte cinematografica di Venezia

La Biennale di Venezia 2013. Orizzonti – Concorso

Grand Prix e Premio del Pubblico al Festival Internazionale di Annecy 2013

me, we

di Marco Zuin

Premio Veneto Movie Movement all'Euganea Film Festival 2014

Selezione al Fiuggi Film Festival 2014

Selezione al Social World Film Festival 2014 a Vico Equense (Napoli)

2012

non è mai colpa di nessuno

di Andrea Prandstraller

mare chiuso

di Stefano Liberti e Andrea Segre

69^a Mostra Internazionale del Cinema di Venezia – Proiezione speciale

Bari International Film Festival – Premio De Seta

Premio Libero Bizzarri – Miglior documentario

Maiori Film Festival – Premio Rossellini

2010

il sangue verde

di Andrea Segre

Vincitore del premio selezione Cinema.Doc alle Giornate degli Autori – 67^a Mostra del Cinema di Venezia

Premio del pubblico al The Village Doc Festival 2010

2009

magari le cose cambiano

di Andrea Segre (2009)

Premio UCCA

Premio 20Città

Premio Avanti! al 27° TorinoFilmFestival

Primo Premio al concorso Docucity

2007

la mal'ombra

di Andrea Segre e Francesco Cressati (2007)

Premio Avanti! al 25° TorinoFilmFestival

<https://www.youtube.com/watch?v=X9HoGqYVK7I&t=475s>

2019

Electrolux Soundlines

Factory sonification and video for Electrolux:music for assembly line and bass clarinet.

We sampled every single machine on the assembly line of the Electrolux factory and recorder Francesco Ganassin performing in different areas of the factory.

I then recomposed the samples into three movements.

The music was then set as a soundtrack to Raffaella Rivi's video.

<https://vimeo.com/365751078>

A Journey into Montura's World

Soundtrack for corporate identity video.

<https://www.youtube.com/watch?v=sp9O6HGuHlc>

VOLUNTEERING

- **Volunteering experience in Lapland, Tanzania, Armenia, Peru, India, Nepal**

ART INSTALLATIONS / INTERACTIVE INSTALLATIONS

- **Lux Mundi**

A sculpture of ceramic, sound and light inspired by Platonic Solids, built with and for [Stylnove](#).

Featured at Salone del Mobile – Milano.

My role: concept, android development.

https://d20artlab.com/wp-content/uploads/2019/01/IMG_20190401_195134_410.jpg

- **Deus ex fabrica**

Turning and industrial archeology site into a giant musical instrument, including transforming the building facade into a led wall and building an automated and OSC-controlled music box.

All remotely controllable.

My role: concept, software infrastructure.

<https://www.youtube.com/watch?v=oFL-Kk83To>

- **Moving Forward**

A multimedia installation for Lotto Sport.

My role: initial concept, hardware and coding,

Syncing two Raspberry PI's video players to a rotary handle, coded using OpenFrameworks and Python.

https://sergiomarchesini.it/wp-content/uploads/2019/08/17595950_309575819458551_5976157455753674752_n-819x1024.jpg

- **Space Poser**

Commissioned by Ca' Foscari University, Venice.

Turning Ca Foscari's historical venetian palace into a pixel wall and letting users control the pixels and generate sound with body motion.

My role: concept, gesture recognition with neural networks using Pose Net

<https://sergiomarchesini.it/wp-content/uploads/2019/08/ca-foscari4-1024x683.jpg>

- **La Naf Spazial**

Commissioned by Ca'Foscari University, Venice.

A sonification of historical data series.

My role: composition and sound design