ENRICO CUPELLINI

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SUMMARY OF SKILLS AND QUALIFICATIONS

- Senior iOS mobile developer, published five applications on the iTunes Store and released one commercial framework for third-part applications. Involved in audio programming, interaction design and wearable systems for music control. Deep knowledge of Objective-C, use of Swift and C languages.
- Ph.D. in Mathematics, pursuing a research on audio and music applications of complex dynamic systems. Achieved six international publications on audio, aided music composition, control surfaces, augmented reality, music cognition. One industrial patent on an audio synthesis technique. Master's Degree in Cognitive Psychology, carrying on an experimental thesis on rhythm entrainment. Proficient in statistical analysis and behavioral experimentation.
- Expert in digital audio and electronic music, owns a strong knowledge of Max/MSP and Puredata (programming environments for digital signal processing).
- Experienced guitarist, Bachelor's degree at Conservatory School of Music in Jazz Guitar. Fluent music reader, music writer, arranger and producer.
- Basic knowledge of electronics, micro controllers, Arduino IDE, for hardware audio interfaces design and prototyping.
- Experienced audio technician for recording, mixing and editing, masters audio hardware and digital audio workstations.

PROFESSIONAL EXPERIENCE

IOS DEVELOPER | 3WLab | Rome, Italy | September 2014-Present
- Currently working for the new version of "Ufficio Postale", one of the mobile apps of the national postal service provider "Poste Italiane".
- Developed and published "Veneto Digital Tourism", iPhone application for Veneto Region at World Travel Market, London, 7-9 November 2016. Use of bluetooth and beacon detection, location and background services.
- Consultant for Accenture in 2016, developed and published "BPER Mobile Banking", iPhone and iPad application (for BPER financial group).
- Consultant for Accenture in 2016, developed and published "ItaloTreno" iPhone application (customer: NTV, an Italian transport company).
- Consultant for Accenture in 2014/2015, designed and developed a framework for Audio-Video streaming and On Demand fruition. Advertise content integration, push notifications, in-app purchase, Chromecast SDK.
- Trained on Arduino IDE, Bootstrap, GIT and SVN systems for code version control, restful services.

MUSIC PRODUCER | Codefoundry | Rome, Italy | August 2014
- Produced original sounds and music for a medical video game aimed at accident rehabilitation. Recorded environment sounds and audio fragments, wrote and played the music for the soundtrack. The styles comprised relaxing music, rock music and music resembling the classic arcade games of the eighties.

IOS DEVELOPER | TopGlobalServices | Rome, Italy | February 2014 to July 2014
- Employee in a startup for multimedia and IT services, developed and published "Sherloo" iOS app, a social network application published on the iTunes Store in March 2014. Used geocoding, inverse geocoding, Core Animation, Core Data, Augmented Reality.

IOS DEVELOPER | freelance & consulting | Rome, Italy | July 2013 to January 2014

- Intern at "Mobile App" company in Pomezia, Rome, trained on web services, SQLite Databases, mobile softwares architectures and design patterns.
- Designed, developed and published "BeatMotion", his own first iOS application. The project is a drum machine for iPhone, exploiting the internal motion sensors to filter sounds. Features: audio recording and loop sampling, import audio from the iTunes library, export audio in different formats. Released a free and a paid version. A demo video is available at https://www.youtube.com/EnricoCupellini.

RESEARCH COLLABORATOR, TEACHER OF DIGITAL AUDIO | Department of Mathematics | University of Calabria | January 2009 to January 2010

- Published into the proceedings of Aplimat international conference in Bratislava (SK):
  E. Cupellini, M. Francaviglia (2010) Sound trails, waveforms and interactive objects inside 3-D virtual environments. In Proceedings of the 9th International Conference on Applied Mathematics (Aplimat). February, 5-5, Bratislava (SK), ISBN 978-80-89313-48-8 . A demo video of the project is available at https://www.youtube.com/EnricoCupellini .
- Winner of a public concourse called by "Antonio Serra" Technical High School in Cosenza (Italy), to teach Electronic Music and Digital Audio in a course of thirty hours from April to June 2009 inside the school.
- Wrote technical documents about "Music and geometric transformations" for the European project SCIENAR, produced music by aided composition techniques, used among others, in a theater performance on Superstrings Theory, written by Dr. M. Francaviglia and Dr. M.G. Lorenzi.

- Lecturer of digital sampling and sound synthesis at Unical University.

GUITARIST, TEACHER OF MUSIC, DIGITAL ELECTRONIC PERFORMER, AUDIO TECHNICIAN, MUSIC PRODUCER |
various | Rome, Italy. Cosenza, Italy | 1998 to 2013

- Teacher of modern guitar at Primanota school of music in Montecompatri, Rome (Italy) from September 2010 to June 2011.
- Produced three music CD from 2006 to 2008 gathering the music and the digital signal processing subject of his Ph.D. research at University of Turin and University of Calabria, Italy.
- Audio technician at "The Clap Music Studio", Monteporzio Catone, Rome (Italy) during 2004.
- Audio technician for live concerts at "Farenight" live club in Frascati, Rome (Italy) from 1998 to 2000.
- Relevant concerts and participations can be found at http://www.enricocupellini.com/music.html.

EDUCATION & TRAINING

- March 2016, Bachelor's Degree in Jazz guitar at Conservatory "Licinio Refice", Frosinone, Italy. Thesis on " The guitar duo in Jazz" performed with Bruno Marrazzo. Made original transcriptions and musical analysis. Instrument practice and Music theory, Harmony, Arrangement. Formerly studied at Conservatory "Stanislao Giacomantonio", Cosenza, for Pre-academic course of Jazz.

- January 2009, Ph.D. in Mathematics at University of Turin, Italy. Field of research: sounds and music application of complex and chaotic systems behaviors. Collaboration with McGill University, Montreal, (Canada), for the international project "MASC", aimed at creating sounds and music inside a 3D interactive environment for audio spatialization, developed with Puredata programming environment. Some video examples are available at https://www.youtube.com/EnricoCupellini here and here. Publications:
    - E. Cupellini, C. Rizzuti, E. Bilotta, P. Pantano, M. Wozniewski, J. R. Cooperstock (2008). Exploring musical mapping and generating accompaniment with chaotic systems. In Proceedings of the 32th International Computer Music Conference (ICMC). Belfast, Northen Ireland, ISBN 0-9713192-6-x, pp. 467-474.
    - E. Bilotta, P. Pantano, E. Cupellini, C. Rizzuti (2007). Evolutionary Methods for Melodic Sequences Generation from Non-Linear Dynamic Systems. Proceedings of the 5th European Workshop on Evolutionary Music and Art. April 11th-13rd April, Valencia (E).
    - Industrial Patent "Sintetizzatore caotico" approved by Italian Ministry of Economic development in July 2011. (Patent N. 0001389546). A computational method to manipulate separately pitch and timbre of Chua Circuit model.

- March 2005, Master's degree in Cognitive Psychology at "La Sapienza" University of Rome, Italy. Experimental thesis on music rhythm cognition. Research internship on auditory cognition, statistical analysis, experimental designing and conduction. Publications:
    - D. Nardo, R. Brunetti, E. Cupellini, M. O. Belardinelli (2009). The influence of melodic and rhythmic redundancies on recognition memory for unknown musical themes. Musicae Scientiae XIII, vol 2, pp. 337-355.
    - D. Nardo, E. Cupellini, R. Brunetti, M. Olivetti Belardinelli (2006). Assessing the role of melodic and rhythmic factors in structuring musical salience. Proceedings of the 9th International Conference on Music Perception and Cognition (ICMPC), August 22nd-26th, Bologna (I), ISBN 88-7395-155-4, pp. 468-469.
    - R. Brunetti, E. Cupellini, M. Olivetti Belardinelli (2005). Entrainment to Isochronous and Non-Isochronous Meters: A Comparison between Tapping by Musicians and Non-Musicians. Proceedings of the 14th International Conference of European Society for Cognitive Psychology (ESCoP), August 31st-September 3rd, Leiden (NL).