



giovanni bedetti
sound & interaction design



EXPERTISE

SOUND DESIGN

- Musical Composition and Production
- Music for Videos
- Sound Installations

INTERACTION DESIGN

- Software Development of Interactive Multimedia Installations
- Virtual Reality and Augmented Reality
- Multiplatform Apps and Videogames
- Software Development for Motion Sensing with Kinect v1 e v2

STUDIES

"Carlo Bo" University - Urbino

Applied informatics

"G. Rossini" Conservatory - Pesaro

- Piano M° G. Valentini
- Electronic Music M° E. Giordani
- Composition M° M. Ferrante

Scuola Nazionale di Cinema - Rome

Advanced laboratory in music for films
M° M. Riessler, F. Savina, G. Rotondo

Liceo Scientifico L. Laurana - Urbino

CURRENT POSITION

UNITY DEVELOPER AT ETT SOLUTIONS SPA

October 2017-March 2020

For:

- Intesa San Paolo Area X (Turin)
- Civic Museums of Rome
- Museum of the Last Supper (Milan)
- Gorizia Castle App
- Nub: New Urban Body (Turin, Milan, Palermo, Genoa)
- Special Forces: In the shadow, National Army Museum (London)
- Hall of the storm, Galata Museo del Mare (Genoa)
- 4Matic Tour Mercedes-Benz

Duties:

Mobile (iOS, Android) and desktop (Windows) development on Unity platform
Software design, UI scripting and Animations, Game Development, Networking, Serial Communication, VR (Oculus), AR (Vuforia, Pikkart, ARFoundation)
Also Game Design, Prototyping, Sound Design and Tutoring

EXPERIENCES

INTERACTION DESIGNER Since 2010

Public expositions:

- Nobody's Tales (Taranto, Bologna)
- 14th European Trade Union Confederation Congress (Vienna)
- Bologna Fotografata, Cineteca di Bologna
- L'albero è bianco, la campagna rossa (Ripattoni)
- The Garden of Interaction Play #01 (Teramo, Bologna)
- Livorno Port Center
- Falseum (Verrone)
- CallPainting (Lisbon, Porto, Rome, Urbino, Jesi)
- Rabbit (Perugia)
- Volvolution (Milan)
- Cheesy Monsters (Frontone)

With:

Muschi&Licheni
Space SPA
Gruppo Workshow
Cineteca di Bologna
Lele Marcojanni
Diversi Associati

Duties:

Software Design and Development for Desktop Applications

SOUND DESIGNER

Since 2007

For:

- Palazzo dei Diamanti
- Volvo
- Livorno Port Center
- Vetrya Inc.
- Gruppo TEA
- the HUB
- Tecnoshops Group
- Evagarden
- Eden Viaggi
- Travel Partners World
- Brandina the original
- Tenuta San Guido
- Moving Walls
- Luca Agnani

With:

Muschi&Licheni
Housatonic
Raffaale Mariotti
Marco Poderi Studio
Space SPA

Duties:

Musical Composition and Production, Music for Videos, Sound Installations, Sound Effects for Games and Cartoons

PIANO, ENSEMBLE MUSIC AND INTRODUCTORY MUSIC TEACHER From 2012 to 2014

For:

- Cultural Association "Istituto per la Musica Harmonia" (Urbino)

MANAGEMENT SOFTWARE EXPERT From 2009 to 2011

For:

- ASUR Marche Area 2 (Urbino)

Duties:

Data Entry and Validation, Bug Reports, Budgetary operations

TOOLS

Sound design:

- Logic 9
- Pure Data
- cSound

Interaction design:

- Unity
- Openframeworks
- Processing
- Visual Studio
- XCode

Programming languages:

- C#
- C++
- Java
- Javascript

Libraries:

- kinectV2
- Vuforia, Pikkart
- openCV
- p5.js, ml.js, svg.js
- web audio api

LANGUAGES

- Italian native
- English upper intermediate (B2)

CONTACTS

SITE: www.giovannibedetti.com

E-MAIL: write@giovannibedetti.com

ADDRESS: 16C Helix Road, SW2 2JS, London

TEL: +44 7305 721235

SKYPE: giovanni.bedetti

FISCAL CODE: BDTGNN82C24L5000