PERSONAL INFORMATION   Enzo Gentile

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🌐 www.enzogentile.com   www.anughea.com   www.interactive-performance.it

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Sex male | Date of birth 03/08/1957 | Nationality italian

JOB

Audio-Visual Interaction designer
Expert in creative technologies for arts
Professor at Academy of Fine Arts and Opera Academy

WORK EXPERIENCE ■

From 05/03/2013 to present

Academy of Fine Arts - Verona
School of Visual Arts - School of Enterprise Art Design - www.accademiabelleartiverona.it

▪ Professor in Multimedia Stage Design (4 years)
▪ Professor in Multimedia Graphic Design (starting from the academic year 17/18)
▪ Professor Graphic Design (Web Design) (3 years, until 28/02/2016)

Contract

From 10/11/2017 to present

Opera Academy - Verona
Masters and international workshops for singers, directors, set designers and costume designers

▪ Professor in Multimedia Languages for Opera (2 years)

From 28/10/2013 To 28/02/2016

Academy of Fine Arts - Sanremo (IM)

School of Graphics and drawing - www.accademiabelleartisanremo.it

▪ Multimedia graphics
▪ 3D modelling

Contract

From 01/03/2009 to present

Audio-Visual and Interaction designer
www.enzogentile.com

www.interactive-performance.it

▪ Expert in Creative Technologies for European Projects
▪ Professor (Video and Architectural Mapping, Motion Tracking, New Media Design)
▪ Audio-Video processing, Generative Art
▪ 3D modelling and animation

Freelancer

From 11/09/2000 to present

Teacher
Senior high technical school

▪ Computer , Math, Physic and Electronic Sciences

Contract - Permanent job in math

From 31/01/2000 to present	**Creative Technologist - Art Director**

anughea studios - Imperia (Italy)

www.anughea.com

- Graphics & Web Designer
- Multimedia and Communication Designer
- Company consultant

Associate

From 01/10/1989 To 31/01/2000	**Multinational Company Manager**

BITRON S.P.A. Savona, Italian mechanical multinational company (1/2 year)

AGNESI S.P.A. Imperia - Danone Group - French food multinational company (7 years)

3M ITALY S.P.A. Ferrania (SV) - American chemical multinational company (3 years)

- Team manager
- Area manager (Export dept)
- European manager (Purchase and Logistic dept)
- Education and training manager (H.R. dept)
- Communication manager

Manager

EDUCATION AND TRAINING

16/06/1988	**Bachelor of Science degree in Electronic Engineering**

University of Genoa (Italy)

- Thesis in computer music

Mother tongue(s)	Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B1	B2	B2	B2	B2
French	C1	C1	C1	C1	B2

Communication skills	• good communication skills gained through my experiences (workshops, purchase and export manager)

PERSONAL SKILLS

Organisational / managerial skills	▪ leadership (project manager in EU projects, responsible for different teams in 3 multinational companies)
Job-related skills	

Computer skills

- Visual / Programming: Resolume / Processing, Touchdesigner, vvvv, Max-Msp, Isadora
- Audio: Ableton Live, Audacity, Audition
- Hardware / Protocol: kinectV2, Arduino / Midi, Osc, Dmx, Spout, Ndi
- Graphics / Video: Photoshop, Illustrator / Premiere, After Effect
- 3D Modeling & Animation: Cinema 4D, Unity (basis)
- Web Design: HTML5, PHP, MySql, Javascript, Wordpress
- Office Automation / Business presentations: Suite Office Microsoft , Prezi

Driving licence

- B

**Publications
Presentations
Projects
Conferences
Seminars
Honours and awards
Memberships
References**

More details on www.enzogentile.com

- ArtFarm Pilastro (VR) international art laboratory - Dissociation 2.0 – Interactive dance project (June 2018)
- Verona Risuona Festival - Dissociation 1.0 – Interactive dance project (May 2018)
- Participation at 57th Venice Biennale Session with Academy of fine arts of Verona (July 2017)
- New Technologies in Artistic Expression Seminar - Polish Japanese Academy of Information Technology - Warsaw (POLAND) (June 1, 2017)
- Augmented Sculpture, interaction & media design Workshop - 40h - ABABO Bologna (March-May 2017)
- Final Festival European Project "Creative Europe" ViSet. LABA Brescia (November 2016)
- Final Festival European Project "Creative Europe" ViSet. Barcelona (Spain) (October 2016)
- Participation to the first edition of Wired Next Fest organized by Wired Italy (IED Lab stand) Florence, September 19, 2016
- Francesco Messina Museum – Opening exhibition "Caleidoscopi" cooperation Milan, April 12, 2016
- Interactive Videomapping and Generative Art Workshop (Kalipè Laboratory - Rome Oct. 2015).
- ViSet Project meeting and workshop (Virtual Set Design). FAM Faculty of Management - Sremski Karlovci (SERBIA) Oct. 2015
- Architectural Interactive Mapping for Cultural Heritage - Workshop - University of Sassari (Alghero) - Dept of Architecture, Design and Urbanism & IAM Project - (with professor Nicolò Ceccarelli) 22/09/2015, 4 days
- Participation at 56th Venice Biennale Sessions with Academy of fine arts of Verona 16-17 July 2015.
- Seminar " Interactive design with kinect V2". Part of the project EU International Augmented Med - Sala Dogana - Genoa (May 2015)
- Workshop for European Project "Creative Europe" ViSet. Barcelona (Spain) (13-16 May 2015)
- Workshop (English) "Architectural Mapping & Interaction Design" part of the project EU International Augmented Med - Birzeit University - Ramallah - PALESTINE (21-24 April 2015)
- Workshop for European Project "Creative Europe" ViSet. Liverpool (UK) (15-18 April 2015)
- 1st International Festival of Theatre, Arts and New Technologies - (Cagliari) - Conference and Workshop (Virtual set design and Interaction Design (January 2015)
- Libera Accademia di Belle Arti LABA (Brescia) - Projection mapping for virtual set design - Workshop (European Project "Creative Europe" ViSet) (December 2014)

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- Publication (http://www.progettocreactivity.com) "Creative technology and artistic expressions" Piaggio Museum Pontedera (PI). (November 2014).
- Girona (Spain) - International Augmented Med Project – Spanish Festival - Interaction design and generative art experiments with kinect V2 and processing sketches. (October 2014).
- Académie des Beaux-Arts de Tournai (Belgique) – Créativité Technologique et Expressions Artistiques – Workshop (held in french) – (24-26 Septembre 2014)
- Creator and co-author of European Project Creative Europe "ViSet" Virtual stage designer Partner : Italy, England, Serbia. Spain (approved in August 2014)
- Workshop "Architectural Interactive Video Mapping and Virtual Scenography" Academy of Fine Arts - Verona (May 2014)
- Video mapping and interaction design demos - IAM European Project meeting - International Festival of Byblos - LEBANON (July 2013)
- Seminar "New technology for art and musical expressions" XXX FuoriFestival , exhibition of video art and new cultural trends held in conjunction with the "International Festival of New Cinema" of Pesaro. (June 2013)
- Workshop (held in English, 4 days) "Architectural Mapping & Interaction Design" part of the project EU International Augmented Med - Bibliotheca Alexandrina - EGYPT (June 2013)
- Seminar "New technology for art and musical expressions"- Academy of Fine Arts - Verona (May 2013)
- Workshop " Interaction & Media Design" 25 h – Academy of Fine Arts Albertina - Turin (May 2013)
- Workshop "Practical Video mapping for performer, visual artist and set designer, Generative Art & Motion Tracking with the kinect"   Giallo Mare Theatre - Empoli (FI) (Febr. 2013)
- Workshop "Videomapping: interaction e & media design for art expressions", Academy of Fine Arts of Brera (School of new technologies for art) : (Milan 3-4 May 2012)
- Laboratory lessons to DAMS (Performing Art Dept. at Genoa University) within the academic course " New forms of Multimedia Performing Arts ". (April 2012)
- Creator and co-author of European Project ENPI CBC Med "Multimedia and interactive technologies for the promotion of cultural and natural heritage"(2011-2012) and other EU project (Cultural e New Technologies) (approved in July 2012)
- Seminar "Architectural projection mapping in Theatre and motion capture with the kinect" - Valle Occupato Theatre   Rome - (April 2012)
- Seminar "The Video Mapping" at Academy of Fine arts of Brera (School of new technologies for art) Milan - (May 2011)
- Publication (http://www.ateatro.org/mostranotizie2.asp?num=137&ord=31) on L'arte della superficie "From video mapping to the interaction design for the theatre" (2011)
- Conception and realization of "The Skeleton" - an animated 3D short movie. (2011)
- Professional collaborations with artists for live interactive performances. (2010-2011)