

## CURRICULUM VITAE (EN)



Name Surname	Enzo Gentile
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Nationality	italian
Date of birth	03/08/1957

I graduated in **electronic engineering** with a thesis in computer music. I am the founder and art director at anughea studios associates. I also teach at the **Brera Academy in Milan, the Academy of Fine Arts and the Opera Academy in Verona.**

I experiment with **new technologies** for artistic expressions, even if not properly codified, which can be used in the cultural and marketing fields.

I am the creator and co-author of the **European projects** in artistic and cultural heritage fields.

### EDUCATION

#### University of Genoa (Italy)

Bachelor of Science degree in Electronic Engineering . Thesis in computer music

#### University Ca Foscari - Venice (Italy)

School teaching enablement

### LANGUAGES

Italian (mother tongue)

**English**

**French**

### TECHNICAL COMPETENCIES

#### Creative Coding

Processing, Touchdesigner, Arduino IDE, vvvv

#### Projection mapping, Vj

Resolume Arena, Wire

## **Graphics - Video**

Photoshop, Illustrator, Premiere, After Effect, NDI, OBS

## **Generative Artificial Intelligence and Metaverse**

AI graphic and tools, Mozilla hubs and spoke, Spatial.

## **Sound, Light**

Audacity, Audition, DMX

## **3D Modeling & Animation**

Cinema 4D

## **Hardware**

Arduino - kinectV2

## **Protocols**

Midi, Osc, Dmx, NDI

## **Web Design, Office automation**

HTML5, CSS, PHP, MySql, Java - Wordpress - Office

## **EXPERIENCES**

### **Professor at Brera Academy of Fine Arts – Milan**

Multimedia for cultural heritages from 28/10/2021 - present

<https://www.accademiadibrera.milano.it/>

### **Professor at Academy of Fine Arts (Verona)**

School of Design, Scenography, New technologies for art from 2013 - present

Multimedia Design, Interactive Systems

<https://www.accademiabelleartiverona.it/>

### **Professor at Opera Academy (Verona)**

Multimedia languages for Opera from 2017 - present

<https://www.polonazionaleartistico.it/>

### **Professor at Academy of Fine Arts - Sanremo (IM)**

School of Graphics and Drawing from 28/10/2013 - 30/06/2015

Multimedia design, 3D modeling and animation

## Visual and Interaction designer

from 01/03/2009 - present

- Video and interactive architectural mapping
- Motion tracking
- Video and Sound processing
- Creative coding, generative art
- 3d modelling and animation
- Generative Artificial Intelligence and Metaverse

## Creative Technologist & Art Director

anughea studios from 2000 - present

<https://www.anughea.com>

## Professor

Secondary school (part-time) from 2000 - to 2022

mathematics, physics, electronics and computer science

## Manager in multinational companies

(I, F, USA) from 1989 to 2000

**3M ITALY S.P.A.** American chemical multinational company (3 years)

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

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

## WORKSHOP - SEMINARS - PUBLICATIONS - PRESENTATIONS - PROJECTS - CONFERENCES - REFERENCES

Workshop "**Intelligenza artificiale e metaversi per l'arte**" (November-December 2022) - **Verona**

Seminario Museo poliglotta (**Intelligenza artificiale e webXR**) - **University of Bergamo** (30 giugno 2022)

**Z- Elements (Creative Europe Project) Final event** Antwerp (**BELGIUM**), 5,6,7 of May 2022

**Interactive Workshop Week 2022** Polish Japanese Academy of Information Technology- Warsaw (**POLAND**) 14-18 of Mars 2022

**Z- Elements (Creative Europe Project) Artistic residence** (Verona) , June 2021

**Z- Elements (Creative Europe Project) Creative Coding** and Mozilla Hubs **workshops** Lorient (Bretagne - **FRANCE**) – 15th-18th Mars 2021

**Z- Elements (Creative Europe Project First Kick-off meeting** in Aviles (**SPAIN**) – November, 17th of 2019

**Z- Elements (Creative Europe Project** - Spain, France, Belgium, Serbia, Italy) - Art Director for Academy of fine art of Verona (2021-2022)

**Biennale of modern art – Florence** - Interactive installation (19 October 2019)

**Art Verona** – Interactive installation and architectural videomapping (12 October 2019)

**Outsider Art Festival – Verona** – Interactive installation and architectural videomapping (4 October 2019)

**Tuscany Hall Theatre (Florence)** – Interactive generative video experiments during Dainese Fashion show (May 17, 2019)

**Unesco International day of light** – Verona – Conference “Il linguaggio della luce” – Luce e tecnologia nell’esperienza museale (May 16, 2019)

**Erasmus+ “Augmented Sculpture Workshop”** - 24h Polish Japanese Academy of Information Technology - **Warsaw (POLAND)** (May 6-10, 2019)

**Erasmus+ “We are all human beings”** participation. **Dorohoi (ROMANIA)** Partners: Turkey, Spain, Slovacchia, Romania, Italy (Apr 2019)

**Workshop – Digital Light - from stage design to videomapping** – Opificio della luce (Verona) – (Febr 2019)

**Workshop - La drammaturgia virtuale** - Scenari digitali e simulazioni applicative - Lighting Sector – Confindustria Veneto - FSE – Rete di imprese Luce in Veneto (Sept 2018)

**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 - Academy of fine art of **Bologna** (March-May 2017)

**Final Festival European Project "Creative Europe" ViSet**. Libera Academy of fine art of **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**, Sept. 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 - 22/09/2015

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 "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)

**Projection mapping for virtual set design** - Workshop (European Project "Creative Europe" ViSet) Libera Accademia di Belle Arti LABA (**Brescia**) - (December 2014)

**Publication** ( <http://www.progettocreativity.com>) "Creative technology and artistic expressions" Piaggio Museum Pontedera (PI). (November 2014)

International Augmented Med Project – Spanish Festival - **Interaction design and generative art experiments with kinect V2** and processing sketches. Girona (**SPAIN**) (October 2014)

**Créativité Technologique et Expressions Artistiques** – Workshop (held in french) – (24-26 Septembre 2014) Académie des Beaux-Arts de Tournai (**BELGIQUE**)

**Creator and co-author of European Project Creative Europe "ViSet"** Virtual stage designer Partner : Italy, England, Serbia. Spain (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)

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**. (from 2010)

5/01/2023

**More details can be found on <https://www.enzogentile.com>**

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*(EN) I authorize the processing of my personal data under Legislative Decree 30 June 2003, n. 196 and GDPR (EU Regulation 2016/679).*