

LUCAFELICIANI

CREATIVE TECHNOLOGIST · PHYSICAL INTERACTION DESIGNER ·
COMPUTER ENGINEER

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ME

Name: Luca Feliciani
Date of Birth: 1st Dec, 1981
Nationality: Italian

MORE

Computer Engineer, Creative Technologist, Physical interaction Designer with a passion for sound and light.

In my career I worked with artists, artisans, technicians, engineers and creatives. With each one I have developed challenging and eclectic projects, experimenting new solutions or reworking existing ones. I have realized my inventions and contributed to perfecting others, focusing on the solution and intended to arouse emotions.

Ability to observe, curiosity, imagination, propension for continuous learning are the characteristics that allow me to solve unusual problems in innovative projects. And new challenges are always welcome.

SKILLS

Programming Languages: C++, C, Java, Python, Matlab, HTML, CSS

Applications: Arduino IDE, Processing, MAX/MSP, Eclipse

Languages: Italian (mother tongue)
English (proficient user)

WORK EXPERIENCES

CO-FOUNDER, CREATIVE TECHNOLOGIST, PROJECT MANAGER (2012 - present)
LABORATORIO CREATIVO GEPPETTO srls
Ideation and development of handcrafted, Made in Italy, interactive design products related to sound and light, from ideation, to realization, Realization of interactive and multimedia installations focused on the merging of material with sound and light.

SECURITY ENGINEER (2011)
ITALTEL spa
Design and production of videosurveillance systems

SOFTWARE TECHNICIAN (2008)
CREATIVA SRL
Software, event, site management, of Dr. Why game

PRODUCTION TECHNICIAN (2007)
RAI RADIO TELEVISIONE ITALIANA spa
Recording and broadcasting of radio shows for Radio Rai International

EDUCATION

POST DEGREE COURSE (2018)
LIGHTNING DESIGN
Politecnico di Milano

MASTER DEGREE (2011)
COMPUTER ENGINEERING & SOUND DESIGN
Politecnico di Milano

MASTER (2005)
SOUND ENGINEERING
Università di Roma "Tor Vergata"

BACHELOR DEGREE (2004)
TELECOMMUNICATION ENGINEERING
Università di Roma "Tor Vergata"

INTERESTS

IOT, materials, new technologies, arts
Whatever makes a sound, whatever emits light, even without lighting, everything that can be dismantled, replicated, fixed, rebuilt.
Beer, cooking, comics.