

ALBERTO GENNARO

INTERACTIVE SYSTEMS DESIGNER

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ITALY · AVAILABLE TO RELOCATE
ENGLISH: C1 PROFICIENCY · ITALIAN: NATIVE

PROFILE

Media Artist and Computer Engineer with a background in spatial design, technical project coordination and interactive media. I develop interactive installations, real-time visual systems and spatial experiences, combining creative coding, real-time 3D graphics, sensors and embedded hardware with experience in physical prototyping, fabrication coordination and on-site delivery. I work across concept development, technical design, implementation, testing, calibration and maintenance for cultural, public and commercial environments.

SELECTED CAPABILITIES

Interactive systems — TouchDesigner, Unity, Unreal Engine, p5.js, generative visuals, projection mapping, sensor integration, serial and network I/O.

Creative computing — Python, JavaScript, C/C++, Arduino, Raspberry Pi, computer vision and LiDAR tracking fundamentals, rapid prototyping.

Spatial design and production — 3D modelling, AutoCAD, Revit, technical drawings, BOMs, fabrication specifications, supplier coordination, installation and calibration.

Project delivery — Technical scoping, system testing, troubleshooting, documentation, stakeholder communication, on-site supervision and handover.

SELECTED PROJECTS

- **Negotiation / Respite — Interactive Exhibition**

Sapporo, Japan | 2026

Designed and developed an interactive exhibit responding to Sapporo's heavy-weather management context, followed by a workshop on interactive art and design thinking.

Role: Interaction design, technical development, real-time media system, exhibition setup and workshop facilitation.

- **Presence — Interactive Installation**

Bright Festival, Florence and Leipzig

Developed and delivered an interactive installation for a public festival context, creating a responsive spatial experience through real-time visual behaviour.

Role: Interactive system design, creative coding, visual system development, technical setup and on-site delivery.

- **Luminous Flow — Interactive Installation**

Bright Festival, Florence

Developed a real-time audiovisual environment in which audience presence drives evolving visual behaviour.

Role: Concept development, generative visual system, hardware/software integration, testing and installation.

PROFESSIONAL EXPERIENCE

FREELANCE INTERACTIVE SYSTEMS DESIGNER & MEDIA ARTIST

ITALY AND INTERNATIONAL PROJECTS | 2017–PRESENT

- Develop interactive installations and responsive media environments from concept through prototyping, deployment, calibration and maintenance.
- Build real-time visual applications with TouchDesigner, Unity, Unreal Engine, Processing/p5.js, Python and JavaScript.
- Integrate sensors, Arduino and Raspberry Pi systems, serial/network I/O and microcontroller-based interaction.
- Produce technical documentation, setup guides, schematics and maintenance materials; coordinate fabrication and external suppliers when required.
- Develop modular, data-driven visual systems with attention to performance, reliability and exhibition stability.

TECHNICAL PROJECT COORDINATOR / INTERIOR DESIGNER — INTERIORS S.R.L.

FROSINONE, ITALY | 2018 – 2024

- Managed hospitality fit-out and bespoke-furniture projects from site survey and requirements gathering through technical documentation, procurement, installation and handover.
- Produced CAD/BIM drawings, 3D models and visualisations using AutoCAD, Revit and related tools.

- Developed specifications, BOMs, tolerances and assembly documentation for fabrication partners.
- Coordinated design teams, manufacturers, installers and clients, managing schedules, quality control, site issues and as-built updates.
- Brought spatial-design, fabrication and on-site problem-solving experience to interactive-installation projects.

WORKSHOP / CODE INSTRUCTOR

PUBLIC SCHOOLS & TRAINING CENTRES, ITALY | 2019–PRESENT

- Designed and delivered practical workshops in creative coding, Arduino and physical computing, 3D modelling and printing, VR and interactive media.
- Guided student groups through the research, prototyping, testing and presentation of interactive projects.
- Adapted complex technical processes into accessible, hands-on learning activities.

DESIGNER & ACCOUNT MANAGER — GIGA S.R.L.

FROSINONE, ITALY | 2014–2017

- Created 3D models, renders, multimedia assets and video content for product, web and event communication.
- Managed client communication, quotations, project scope and delivery with domestic and international clients.
- Designed and maintained websites and digital content workflows.

EDUCATION

BSc, Computer Engineering — Università Mercatorum, Rome, Italy | 2023

Software engineering, databases, automation, electronics fundamentals; thesis on AI and machine-learning algorithms applied to cybersecurity.

MSc, Media Art — Accademia di Belle Arti di Frosinone, Italy | 2017

Graduated with honours (110/110 cum laude). Thesis: *Interactive Exhibit*.

BA, Media Art — Accademia di Belle Arti di Frosinone, Italy | 2015

Graduated with honours (110/110).

ADDITIONAL INFORMATION

Italian citizenship | EU driving license | References available upon request