Adriano Farina

Date of birth: 19/09/1990

Nationality: Italian

Sex: Male

CONTACT

📍 via Vito Salmi 3
43123 Parma, Italy **(Home)**

✉️ xorgol@gmail.com

📞 (+39) 3666712547

🌐 www.adrianofarina.it

WORK EXPERIENCE

11/2022 – CURRENT Parma, Italy

Co-Founder and CTO E-MUSE SRLS

E-MUSE is a startup focused on acoustic and geometrical digitalization of artifacts, buildings, archeological sites and complex geometries. I am the main developer, responsible for software development, digitalization of 3D objects and the creation of immersive experiences, using webXR sites, Unity, Unreal Engine, and native applications.

12/2020 – 12/2021 Parma, Italy

Virtual Reality and Spatial Audio Cinematographer - OrientaMente Project Comune di Parma

Direction, 360° video capture, Spatial Audio capture, editing, mixing and publishing (on both websites and YouTube), of a series of short immersive videos designed for enabling middle school students to choose which high school to sign up for. Normally this is done through in-person visits, which were replaced with this virtual experience due to the pandemic restrictions. The work was commissioned by the Municipality of Parma, who organized a specific website called OrientaMente. I also designed a rig which allowed us to record simultaneously both the panoramic video and a 16:9 version.

16/01/2020 – 16/01/2021 Barcelona, Spain

Acoustical engineer Fundació Bosch i Gimpera

Performing acoustical measurements in rock art sites around the world. Development and execution of a software workflow capable of processing acoustical parameters from the impulse responses. Capture and processing of site photogrammetry for Virtual Reality reproduction, including the use of drones and the development of the playback software.

09/2019 – 11/2019 Parma, Italy

Virtual Reality and Spatial Audio Cinematographer Festival Verdi 2019 - Teatro Regio di Parma

Recording and editing spatial audio and 360 video for the creation of VR experiences.
Demo of the result to the general public, with connected multilingual explanations.

31/07/2019 – 31/08/2019 Barcelona, Spain

Acoustical engineer Fundació Bosch i Gimpera

Acoustical measurements in rock art sites in the Altai Republic, Siberia, Russia. The task involved operating an innovative measurement system with multiple loudspeakers and microphones, arranged in spherical arrays and processing the results for displaying the transfer paths of sounds though false colour images superposed over 360° photos. I was responsible both of conducting the measurements and processing the results.

07/2018 – 10/2018 Parma, Italy

Bioinformatics Programmer Barilla

Designing and coding a Python-based software solution, implementing a workflow for the elaboration, processing and identification of genetic material

02/2018 – 03/2018 Maldives

Underwater Acoustics Technician MarHe Center

Handling and operation of arrays of underwater cameras and microphones, for recording immersive virtual reality audiovisual data employed for the analysis of the effect of pressure and velocity on the marine fauna. Calibration of said equipment, processing of audiovisual data.

09/2017 – 12/2017 Parma, Italy

Virtual Reality and Spatial Audio Cinematographer Verdi Festival 2017 - Teatro Regio

Recording and editing spatial audio and 360 video for the creation of VR experiences.
Demo of the result to the general public, with connected multilingual explanations.

07/2016 – 01/2017 Parma, Italy

Bioinformatics Programmer Barilla

Implementation of a simple textual workflow for the handling of the genetic data produced by an industrial sequencer.

09/2016 – 12/2016 Parma, Italy

Virtual Reality and Spatial Audio Cinematographer Festival Verdi 2016 - Teatro Regio

Recording, processing, editing and distributing 360 video and spatial audio.

2014 Parma, Italy

Software Development AIDA srl a University of Parma spinoff

2013 Parma, Italy

Software Development AIDA srl a University of Parma spinoff

06/2012 – 09/2012 Parma, Italy

GIS surveyor and technician AIDA srl a University of Parma spinoff

Off-road surveying of potential acoustic receivers as part of an environmental impact study related to the projected construction of an wind power plant.

2011 Parma, Italy

Software Development AIDA srl a University of Parma spinoff

05/2009 – 07/2009 Parma, Italy

Microphone array testing and underwater hydrophone array testing AIDA srl a University of Parma spinoff

Testing on a new microphone array and audio recording device called Brahma. Testing of a modified version of the Brahma, featuring an hydrophone array and waterproof casing, in the sea at Miramare nature preserve in Trieste.

2008 Parma, Italy

Performance o 3 Ambisonics recordings at Sapienza University AIDA srl a University of Parma spinoff

EDUCATION AND TRAINING

26/12/2023 – CURRENT Bologna, Italy

Master in Environmental Technologies for Physical Agents University of Bologna

Website https://www.unibo.it/it/studiare/dottorati-master-specializzazioni-e-altra-formazione/master/2023-2024/tecnologie-ambientali-per-gli-agenti-fisici | **Level in EQF** EQF level 7

09/2021 – CURRENT Cremona, Italy

Master degree (2 years) in Music and Acoustics Engineering Politecnico di Milano

Level in EQF EQF level 7

09/2020 – 09/2021 Parma, Italy

Corso di alta formazione: "I Mestieri del Cinema Documentario - Cinema Documentario e Sperimentale" Cineteca di Bologna

Field of study Audio-visual techniques and media production | **Level in EQF** EQF level 5

12/12/2019 Parma, Italy

Laurea in Ingegneria Informatica Università di Parma

Computer Science, Electronics, Robotics, Analog signal processing, Databases, Telecommunications, Networks Engineering

Level in EQF EQF level 6

2010 – 2012 York, United Kingdom

(Not Completed) Bachelor's of Engineering in Electronics with Media Technology University of York

Electronics, Signal Processing, Media Technology, Music Technology

Level in EQF EQF level 6

10/2009 – 07/2010 York, United Kingdom

Foundation Year in Electronics and Physics University of York

Level in EQF EQF level 5

2003 – 2009 Parma, Italy

Maturità Classica Liceo Ginnasio G.D. Romagnosi

Level in EQF EQF level 4

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

Other language(s):

English

  Listening C2
Spoken production C2
  Reading C2
Spoken interaction C2
  Writing C2

French

  Listening B2
Spoken production B2
  Reading C1
Spoken interaction B1
  Writing B2

Spanish

  Listening B1
Spoken production B1
  Reading B2
Spoken interaction B1
  Writing B1

DIGITAL SKILLS

Microsoft Office ⎪Adobe Creative Suite (Photoshop Indesign Illustrator After Effects Premiere)
⎪Photogrammetry ⎪Final Cut - Pro ⎪Programmin language PYTHON ⎪FFMPEG ⎪Html+CSS+JS ⎪3D modeling &
sculpting in Blender ⎪Reality Capture ⎪Unity 3D engine ⎪Unreal Engine ⎪Three JS

PUBLICATIONS

Publications

1. *Realtime Auralization employing a not-linear, not-time-invariant convolver* - Angelo Farina, Adriano Farina - AES 123rd Convention - October 2007 - New York
2. *A study of hearing damage caused by personal MP3 players* - Adriano Farina - AES 123rd Convention - October 2007 - New York
3. *Assessment of Hearing Damage when listening to music through a personal digital audio player* - June 2008 - ASA Acoustics Paris '08
4. *First description of the sound pressure and particle velocity components of the ambient noise and boat noise recorded at the WWF- Miramare Natural Marine Reserve (Trieste, Italy)* - Angelo Farina, Adriano Farina, Enrico Armelloni, Linda Sebastianutto, Carlo Franzosini, Marta Picciulin - Second International Conference "The Effect of Noise on Aquatic Life" Cork, Ireland, August 15-20 2010
5. *A comparison of different surround sound recording and reproduction techniques based on the use of a 32 capsules microphone array, including the influence of panoramic video* - Manola, Fabio; Farina, Adriano; Genovese, Andrea - UK 25th Conference: Spatial Audio in Today's 3D World (March 2012)
6. *3dof representation of the acoustic measurements inside the Comunale-Pavarotti Theatre of Modena* - Antonella Bevilacqua; Francesca Merli; Angelo Farina; Enrico Armelloni; Adriano Farina; Lamberto Tronchin - 2021 Immersive and 3D Audio: from Architecture to Automotive (I3DA)
7. *Acoustic parameters of the Municipal Theatre of Piacenza shown on different ways of representation* - Antonella Bevilacqua; Francesca Merli; Enrico Armelloni; Angelo Farina; Adriano Farina; Lamberto Tronchin - 2021 Immersive and 3D Audio: from Architecture to Automotive (I3DA)
8. *Acoustic Design Review for the Historical Aula Magna at the University of Parma. Measurement and Simulation Tools to Predict the Amount of Absorption to be put in Place* - Angelo Farina; Antonella Bevilacqua; Adriano Farina; - Audio Engineering Society – 152nd Convention 2022 May
9. *In-Situ Measurements of Normal Impedance and Sound Absorption Coefficient of Hard Materials by using a Laser Doppler Vibrometer* - Saccenti, Leonardo; Armelloni, Enrico; Farina, Adriano; Bevilacqua, Antonella; Lavagna, Lorenzo - AES 153rd Convention October 2022
10. *New method for the computation of acoustic parameters according to the updated Italian Legislation* - Antonella Bevilacqua, Adriano Farina, Leonardo Saccenti, Angelo Farina - AES 154th Convention May 2023
11. *MIMO Technique applied to the Greek Theatre of Tyndaris* - Armelloni, Enrico; Saccenti, Leonardo; Bevilacqua, Antonella; Lavagna, Lorenzo; Shtrepi, Louena; Astolfi, Arianna; Farina, Adriano; Farina, Angelo - Forum Acusticum 2023
12. *Esplorare il Passato Attraverso l'Auralizzazione Dinamica dei Beni Culturali: il Caso Studio del Teatro Greco-Romano di Tindari* - Lavagna, Lorenzo; Astolfi, Arianna; Shtrepi, Louena; Farina, Angelo; Farina, Adriano. - ELETTRONICO. - (2024). (Intervento presentato al convegno 50° Convegno Nazionale dell'Associazione Italiana di Acustica tenutosi a Taormina (IT)).

JOB-RELATED SKILLS

Job-related skills

- Expert in the performance and elaboration of acoustical measurements
- Expert in surround sound recording
- Expert in 360° video capture and processing
- Expert in documentary film-making, including pre-production, camera work, and editing.
- Proficient in photogrammetry and machine learning based visible light techniques for 3D scanning of static objects, including Neural Emitting Radiant Fields and Gaussian Splatting
- Proficient in the development of Virtual Reality and Mixed Reality applications, both using web technologies (webXR, three.js) and using native applications (Unreal Engine, Unity)
- Proficient in web development, particularly in accessibility

DRIVING LICENCE

Driving Licence: A

Driving Licence: B

OTHER LICENSES

2021

A1/A3 Drone License

2022

A2 Drone License

2006

PADI Advanced Open Water Diver
Scuba Diving Certification