

Mauro Ricchiuti

Creative Technologist trained as an Engineer with a passion for algorithms, computer graphics, technologies, arts and music

Portfolio: <http://www.utakkn.xyz/>

Born the 19th of April 1994, Terlizzi (BA) Italy

Via Ing. Calace 16/b, Bisceglie +393932312718 ricchiuti_mauro@libero.it

Experience

*Tech Artist at **Wargaming**, January 2023 - Now*

*Creative AI Engineer at **The MAMA AI**, 05/08/2022 - Now*

*Freelance TouchDesigner Developer at **Upwork**, August 2020 – Now*

*Tech Artist Intern at **Wargaming**, July 2022 – January 2023*

*Teaching Assistant course “On Being a Scientist” at **Leiden University**, Feb 2021 – Jun 2021/ Mar 2020 – Jul 2020*

*Python/Mycroft/Arduino Developer for **ManBot** Startup, September 2020 – January 2021*

*Intern at **Fablab RUC**, February 2018 – October 2018*

*Student Researcher at **Università degli Studi di Trento** June 2017 - October 2017*

Education

M. Sc. Media Technology, Leiden University, (February 2019 – March 2022)

Thesis: “*Smooth solution space exploration by introducing local similarity search in a MAP-Elites algorithm*”

Human-Computer Interaction & Information Visualization; Computational Creativity; Deep Learning & Neural Networks; 3D Computer Graphics & Animations; Beyond 3D Computer Graphics; Scientific Narration & Visualization; Sound, Space & Interaction ; Hardware & Physical Computing ; New Media & New Technologies etc...

BS. Industrial Engineering curriculum Materials, Università degli Studi di Trento (2013 - 2017), score 94/110

Mathematical Analysis; Chemistry; Physics; Materials Science and Technology; Fluid Mechanics; Metallurgy etc...

Universidad Politécnica de Madrid (**Erasmus** student 12 months) 2015 – 2016

Exhibitions

Looped animations, Vision der Nüsschen Festival, August 2020

*Group installation **A picture to forget***, Certainty Expo _V2, Rotterdam 2019

*Group installation **Blinded by senses***, Parallels Expo Peron E Utrecht, 2019

*Group installation “**The organic concert**”*, GRØN SMK Statens Museum for Kunst Copenhagen, 15/06/18.

Programming languages

<i>TouchDesigner</i>	●●●●●	<i>OpenGL/GLSL</i>	●●●○○	<i>Arduino</i>	●●●●○
<i>Python</i>	●●●●○	<i>Pure Data</i>	●●●○○	<i>Unreal 4</i>	●●●○○
<i>Processing</i>	●●●○○	<i>OpenFrameworks</i>	●●○○○	<i>C++</i>	●●○○○

Software 2D and 3D

<i>Autodesk Maya</i>	●●●●●	<i>CorelDraw</i>	●●●○○	<i>Substance Painter</i>	●●●○○
<i>Adobe Premiere</i>	●●○○○	<i>Adobe Photoshop</i>	●●○○○	<i>Blender</i>	●●●○○
<i>Houdini</i>	●●○○○				

Other Software

<i>Microsoft Office Pack</i>	●●●●○	<i>AbletonLive</i>	●●●●○	<i>Audacity</i>	●●●○○
<i>VCVRack</i>	●●●●○				

Other tools I have used in projects, at work or studied for university courses include: Ruby, LaTeX, Illustrator, AutoCAD, Autodesk Fusion 360, Autodesk Eagle, Mach3, LazyCam, git.

General knowledge: GameDev, Profiling, Plugin Development, Audio and Signal Processing, Digital and Analogue electronics, Deep Learning and Machine Learning, GANs, Evolutionary Algorithms, Computer Graphics Pipeline, Data Visualization, Interaction Design, Physical Computing, Rapid Prototyping, Sound synthesis.

Technology: Knowledge and use of different sensing technologies (Leap Motion, Kinect, EEG etc.), Audio/Video equipments, network protocols (OSC, MIDI, DMX, Art-Net).

FabLab: Use and maintenance of laser engravers, CNCs and different 3Dprinters models. Basic woodworking skills. Good knowledge of Analogue and Digital technologies. Soldering. Workshops Management. Rapid Prototyping. Digital Fabrication.

Materials Characterization Laboratory equipment: TGA/DTA/DTG, XRD, FT-IR, BET, Supercritical Dryer, High Temperature Furnaces, use and maintenance.

Language Skills: Italian (Native), Spanish (Advanced), English (IELTS - 7.0)

Others: Driving License (B type)
