Marco Tiraboschi



Education

- 2020-2021 **PhD in Computer Science**, Università degli Studi di Milano, Milan, current.
 - PhD student in Computer Science at University of Milan. My research project is about "Novel Methods for Generative Modelling of Audio and Music".
- 2017-2020 **Master in** *Computer Science*, *Università degli Studi di Milano*, Milan, 110/110 cum laude.
 - Master degree in Computer Science at University of Milan. "Perceptual Computing" curriculum, focussed on analysis, learning and synthesis of physical, behavioural and affective signals.
- 2014-2017 **Bachelor in Music Information Science**, Università degli Studi di Milano, Milan, 110/110 cum laude.

 Bachelor degree in Music Information Science at University of Milan.

 Computer Science core courses and specific courses on Sound an Music computing. Extracurricular courses on Python and C++.
- 2009-2014 **Maturity Diploma of Science**, *I.S.I.S Luigi Einaudi*, Dalmine, 100/100.

Scientific Lyceum, P.N.I. programme (National Programme for Computer Science)

Working Experience

2020 **Software Developer**, *Sound Design Toolkit*, ZHdK, Zurich. Developing native Open Sound Control and JSON support for the *Sound Design Toolkit* open-source sound-design library written in C, for MAX and Pure Data. SDT is indexed in the official package manager of MAX.

2020 **Computer Scientist**, *Covmatic*, ASST Bergamo Est, Calcinate. Volunteering as a Computer Scientist at the Calcinate hospital for the project "E2E High-throughput COVID-19 testing in the Bergamo area with OpenTrons machines". Mainly writing the Python code for operating the OpenTrons robots, but also assisting the Biologists in supervising the operations and as immediate IT support.

2016-2017 **Teacher of Informatics**, *I.S.I.S Luigi Einaudi*, Dalmine.

Teacher of Informatics and Communication Technologies for 3rd and 4th grade of Economic Institute (Administration, Finance and Marketing and A.F.M. for International Relations)

Theses

Master thesis

title A Brain-Computer Interfaced Affectively-Driven Soundtrack Generator

supervisors Prof. Giuseppe Boccignone

Prof. Eduardo Reck Miranda

languages OpenViBE, Python

description The purpose of this project was to develop an intelligent system that could automatically generate a soundtrack using electrical information detected from the brain while the subject watchies a movie. The generated music should reflect the affective state of

the subject.

Bachelor thesis

title Separation and Classification of Acoustic Events in a Stereo Scene

supervisors Prof. Luca Andrea Ludovico

Dr. Giorgio Presti

language Matlab

description The goal was to develop a system that could separate and then classify overlapping environmental sounds in a stereo signal. The source separation is approached as a clustering problem, using Gaussian Mixture Models over the Bivariate Mixture Space. The classifier is a Naive-Bayes predictor that uses GMMs as a PDF estimator over cepstral features.

Publications

- [1] M Tiraboschi, F Avanzini and G Boccignone. "Listen to your Mind's (He)Art: A System for Affective Music Generation via Brain-Computer Interface". In: Proceedings of the 18th Sound and Music Computing Conference. SMC. 2021.
- [2] M Tiraboschi, F Avanzini and S Ntalampiras. "Spectral Analysis for Modal Parameters Linear Estimate". In: *Proceedings of the 17th Sound and Music Computing Conference*. SMC. 2020.

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Musical Education

2015-2020 Electric Bass, Scuola di Musica G. Tassis, Dalmine.

2016-2017 Modern Singing, Scuola di Musica G. Tassis, Dalmine.

2011-2013 Electric Guitar, Accademia Centro Studi Musicali, Bergamo.

Languages

Italian Native

English Proficient

Programming Languages

Python Intermediate High

C/C++/CUDA Beginner High

Julia Beginner

Matlab Intermediate

Java Beginner

PHP/Js Beginner