

GIULIA NICOTRA



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I have a deep interest in exploring the "gray zone" at the **intersection of art and technology**. I enjoy experimenting with how digital tools and traditional art forms can combine to create **innovative** and **immersive** experiences.

EDUCATION

9/2025 – present	Master's Degree Cinema and Media Engineering <i>Relevant Courses:</i> Virtual Reality, Computer Animation, Sound Engineering, Digital Interaction Design.	Politecnico di Torino
9/2021 – 4/2025	Bachelor's Degree DAMS (Disciplines of Art, Music, and Performing Arts) <i>Final Grade:</i> 108/110. <i>Average Grade:</i> 28.4/30. <i>Relevant Courses:</i> Audio and Multimedia, Set Design and Virtual Space of the Live Show, Software Systems for the Management of the Intermedial Show	Università di Torino
9/2016 – 6/2021	High School Diploma in Scientific Studies <i>Final Grade:</i> 100/100.	Liceo Scientifico Statale "Archimede", Acireale (CT)

THESIS RESEARCH

2024 – 2025	Bachelor's Thesis Titolo: "Sound Choreographies: Compositional Strategies for the Sonification of Movement" Explored motion-driven sound synthesis in Unreal Engine, translating real-time movement data into procedural audio to create interactive soundscapes (work published on Unreal Engine dev community).	
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EXPERIENCE

8/2025	Usher Audience reception and assistance during the show <i>Cavalleria Rusticana</i> .	Coro Lirico Siciliano - Enna
10/2024 – 11/2024	Immersive experience developer Participated in the workshop "Live Performance for XR" organized by <i>Officine Sintetiche</i> and the British collective Gibson & Martelli at the University of Turin. <ul style="list-style-type: none">Contributed to the <i>AR/kè</i> project, exploring mixed reality (XR) and sound design techniques.Used motion capture data to create virtual environments and integrate real-time sound interactions.Design and implementation of sound environments, using spatialization and procedural audio.Gained proficiency in using Unreal Engine for creating interactive and immersive digital experiences.Project presented at "Torino Film Industry", Turin (TO) on November 26 – 27, 2024 and at "Mirabilia International Circus & Performing Arts Festival 2025", Cuneo (CN) on September 3 – 7, 2025.	StadiumLab - Università di Torino
4/2024 – 8/2024	Creative and technical director Project: <i>Oltre l'intreccio della mente (Beyond the tangle of the mind)</i> . Installation with live performance and video mapping. <ul style="list-style-type: none">Led the technical setup, including video mapping and lighting.Collaborated on the installation of the stage, ensuring the technical setup.Presented the work to the public during the exhibitions at "Digital Performing Arts", Turin (TO), May 13 – 15, 2024 and at "Mirabilia International Circus & Performing Arts Festival 2024", Cuneo (CN), August 29 – September 1, 2024.	StadiumLab - Università di Torino
9/2023 – 1/2024	Internship Internship in the field of contemporary art and digital installation . <ul style="list-style-type: none">Assisted in the selection and analysis of digital art projects.Contributed to technical setups and support during exhibitions.Collaborated with the team on the development of new installations.	Recontemporary - Turin

OTHER PROJECTS

2024	Re-Ca(be)ria <i>Co-creator, Multimedia Designer</i> Software: TouchDesigner Re-Ca(be)ria is a VR reimagining of <i>Cabiria</i> (1914), transforming its third chapter into an interactive 3D experience with motion-tracked environments, avatars, and soundscapes.	Immersive VR Experience
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2023	Addiction <i>Co-director, Video Editor</i> Software: Adobe Premiere Pro , After Effects , Audacity A stop-motion video art project examining social alienation and tech dependence, featuring a protagonist whose environment becomes increasingly autonomous, leading to a surreal crescendo of self-annihilation.	Stop Motion Video Installation
2023	Argerich <i>Director, Video Editor</i> Software: Adobe Premiere Pro , After Effects , Photoshop Created a conceptual music video exploring escape and self-discovery, blending real footage, animation, and archival material with symbolic visual motifs like plants.	Music Video
2023	Pro Tools Lab Project <i>Sound Designer, Video Editor</i> Software: Avid Pro Tools , Adobe Premiere Pro Worked on a group project re-scoring a film sequence and creating a fictional delivery service commercial using <i>Ratatouille</i> (2007) clips, with custom sound design and voice-over.	Sound Design & Video Editing
2023	Synthetic Sound Generator <i>Programmer, Sound Designer</i> Software: SuperCollider An experimental generative sound engine built in SuperCollider, designed to create synthetic soundscapes using procedural synthesis techniques.	Procedural Audio Synthesis with SuperCollider

SKILLS AND QUALIFICATIONS

Programming Languages

Intermediate: Python, \LaTeX , SuperCollider

Basic: HTML, CSS, JavaScript

Technical Skills

Proficient: Unreal Engine, TouchDesigner, Isadora, Adobe Suite, ProTools, Office Suite

Intermediate: Unity, Motion Capture, Xsens MVN Animate, DaVinci Resolve

Languages

Native tongue: Italian

Proficient: English (C1)

Basic: French (A2), Spanish (A2)

Organizational Skills

I am skilled in project management, team coordination, and event planning, with experience in managing tasks, meeting deadlines, and allocating resources efficiently. I thrive in teamwork and cross-team collaboration, ensuring clear communication and smooth execution of projects. My organizational skills have been essential in delivering successful digital art projects and immersive installations I worked on during my studies.

Creative Skills

I have developed skills in scenic design, stage equipment management, and lighting and projection systems through experience in live performances, university projects, and collaborations with cultural institutions. I am capable of using both traditional stage technologies and digital tools to support rehearsals and performances.

I also possess basic skills in video systems, audio support, and technical maintenance, acquired through hands-on activities in theatrical and multimedia contexts.

Communication Skills

I have advanced skills in written communication, and public relations, developed working on external communication and networking for Recontemporary. I effectively communicate with teams to achieve common goals. Additionally, I continue to refine my public speaking skills through presentations and academic work.

INTERESTS

- **Observation and interpretation:** I consider myself a keen observer and listener, always intrigued by the world around me. I find joy in interpreting and understanding the reality that surrounds me, especially through artistic expression.
- **Art in all forms:** I have a strong passion for art in all its forms, from painting and photography to music, cinema, and theatre. I also play piano, using music as another way to engage with and express my creativity.