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** — **Politecnico di Torino**
Cinema and Media Engineering
Relevant Courses: Virtual Reality, Computer Animation, Sound Engineering, Digital Interaction Design.

9/2021 – 4/2025 — **Bachelor's Degree** — **Università di Torino**
DAMS (Disciplines of Art, Music, and Performing Arts)
Final Grade: 108/110.
Average Grade: 28.4/30.
Relevant Courses: Audio and Multimedia, Set Design and Virtual Space of the Live Show, Software Systems for the Management of the Intermedial Show

9/2016 – 6/2021 — **High School Diploma in Scientific Studies** — **Liceo Scientifico Statale "Archimede", Acireale (CT)**
Final Grade: 100/100.

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).

EXPERIENCE

8/2025 — **Usher** — **Coro Lirico Siciliano - Enna**
Audience reception and assistance during the show *Cavalleria Rusticana*.

10/2024 – 11/2024 — **Immersive experience developer** — **StudiumLab - Università di Torino**
Participated in the workshop "Live Performance for XR" organized by *Officine Sintetiche* and the British collective Gibson & Martelli at the University of Turin.

- Contributed to the *AR/kè 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.

4/2024 – 8/2024 — **Creative and technical director** — **StudiumLab - Università di Torino**
Project: *Oltre l'intreccio della mente* (*Beyond the tangle of the mind*).
Installation with live performance and video mapping.

- 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.

9/2023 – 1/2024 — **Internship** — **Recontemporary - Turin**
Internship in the field of **contemporary art** and **digital installation**.

- 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**.

OTHER PROJECTS

2024 — **Re-Ca(be)ria** — **Immersive VR Experience**
Co-creator, Multimedia Designer
Software: TouchDesigner
Re-Ca(be)ria is a VR reimagining of *Cabiria* (1914), transforming its third chapter into an interactive 3D experience with motion-tracked environments, avatars, and soundscapes.

2023	**Addiction**	**Stop Motion Video Installation**

Co-director, Video Editor
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.

2023	**Argerich**	**Music Video**

Director, Video Editor
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.

2023	**Pro Tools Lab Project**	**Sound Design & Video Editing**

Sound Designer, Video Editor
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 *Ratatouille* (2007) clips, with custom sound design and voice-over.

2023	**Synthetic Sound Generator**	**Procedural Audio Synthesis with SuperCollider**

Programmer, Sound Designer
Software: SuperCollider
An experimental generative sound engine built in SuperCollider, designed to create synthetic soundscapes using procedural synthesis techniques.

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.