



Gabriele Pineider

I work at the intersection of music, multimedia exhibitions, performative arts and new technologies.

Strong experience in international institutions, universities, cultural organizations and multidisciplinary environments.

Background in sound computing, interactive multimedia and immersive installations, with a strong passion for the intersection between art and science.

ART EXHIBITIONS AND CONCERTS PRODUCTION

SKILLS / EXPERIENCE

- Technical Coordination
- Crew & Workflow Management
- AVL Systems Setup
- Sensor-based interactive systems
- Immersive/Spatial Sound Design
- Sound Engineering
- Stage Manager / Backline
- Prototyping
- Technical Drawings
- Workshops Teacher
- Program Specialist

SOFTWARE & TECHNOLOGIES

- Audio DSP: Max/MSP, RNBO
- Interactive&Generative Visual: Jitter
- Embedded Systems: Arduino, Ras. PI
- Acoustic measurement: Smaart, REW

PERSONAL SKILLS

- Technical problem-solving in live and exhibition contexts
- Creative thinking and concept development
- Ability to work under time pressure and in complex environments
- Methodical and detail-oriented work approach
- Cross-disciplinary communication (artists, curators, technicians)

LANGUAGES

English (fluent)
Italian (native)
German (scholastic)

PERSONAL INFO

Age: 36
Nationality: Italian
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CONTACTS

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MAIN WORK EXPERIENCE

- 2022 - present (Saudi Arabia)
TECHNICAL PRODUCTION COORDINATOR
[KAUST \(King Abdullah University of Science and Technology\)](#)
(Full-time employee)
- 2021 - 2022 (Switzerland)
SOUND COMPUTING S/W DESIGNER
[Institute for Computer Music and Sound Technologies, Zurich University](#)
(Freelance Consultant)
- 2019 - 2021 (Italy)
BROADCAST AUDIO ENG. & AV SPECIALIST
[SKY GROUP TELEVISION, Milan](#)
(Full-time employee)
- 2020 (Italy)
AUDIOVISUAL INTERACTION S/W DESIGNER
[Art Installation \(permanent\) funded by the Municipality of Florence](#)
(Freelance Consultant)
- 2018 - 2019 (Italy)
IT & MULTIMEDIA SPECIALIST
[I.W.S. CONSULTING, Milan](#)
(Full-time employee)
- 2017 - 2018 (Italy)
FORENSIC AUDIO RECORDING OPERATOR
[VERBATIM, Milan](#)
(Full-time employee)

EDUCATION

- 2018 - Master's Degree
Sound Computing and Multimedia
- 2015 - Bachelor's Degree
Music and New Technologies

DETAILED WORK EXPERIENCE

PRODUCTION COORDINATOR (01/2025 – present) | KAUST (King Abdullah University of Science & Technology)

~Workplace: KAUST, Office of the Arts; Thuwal, Makkah Region, Saudi Arabia.

Technical production and coordination of Mixed-media Art exhibitions ([Daniah Alsaleh](#), [Rashed Al Shashai](#), [Raghad Al Ahmad](#)) and mid-size (4000+ attendees) concerts ([Tamtam](#), [Idreesi](#), [Hanan Kamal](#)), including AV system design, installation setup, coordination with artists, curators, technical crews, management of stage operations and live workflows during events.

PROGRAM SPECIALIST (02/2022 – 12/2024) | KAUST (King Abdullah University of Science & Technology)

~Workplace: KAUST, Office of the Arts; Thuwal, Makkah Region, Saudi Arabia.

Design, planning, budgeting and delivery of artistic programs aimed at community engagement and development in an international environment, including community music ensembles, art exhibitions, concerts, workshops, artist residencies.

SOUND COMPUTING SOFTWARE DESIGNER (01/2021 – 12/2022) | ZHdK (Zurich University of Arts)

~Workplace: ICST (Institute for Computer Music and Sound Technology), Zurich, Switzerland.

Audio DSP software engineer for live electroacoustic music performances using custom-made wireless and motorized loudspeakers developed within the research project "Sound Moving Sources", funded by the University of the Arts of Zurich, aimed at experimenting with new approaches to 3D sound spatialization in live music.

AUDIO ENGINEER (11/2019 – 09/2021) | Sky Group Television

~Workplace: Sky Italia (Live Mixing Room); Milan, Italy.

Live mixing in Stereo and Dolby (5.1) immersive format for worldwide sports events with Italian commentary, such as Italian football Serie A, all the main Tennis Tournaments, NBA League. Dubbing of magazines or delayed broadcast (WWE).

BROADCAST AV SPECIALIST (08/2019 – 06/2021) | Prevideo S.r.l.

~Workplace: Sky Italia (Master Control Room); Milan, Italy.

AV signal flow supervisor, routing and management of optical fiber transmission from Italian football stadiums to the Master Control Room of Sky Group Television.

IT & MULTIMEDIA SPECIALIST (01/2019 – 10/2019) | I.W.S. Consulting

~Workplace: Milano LUISS Hub for Makers and Students; Milan, Italy.

IT Help Desk Level 1, AV setup and support for lessons, conferences and live events, audio/video conference systems management.

FORENSIC AUDIO RECORDING OPERATOR (07/2017 – 12/2018) | Soc. Coop. Verbatim.

~Workplace: Milano Justice Palace and San Vittore prison; Milan, Italy.

Audio recording of criminal trials and interrogations, making sure all the parts were recorded properly during the court hearing, with live markers management for transcriptions and coordination with magistrates.

SYMPHONIC CONCERT SUBTITLES EDITOR AND LIVE MANAGER (07/2016 – 12/2018) | Symphonic Orchestra *laVerdi* of Milan

~Workplace: Auditorium of Milan; Milan, Italy.

Production and live management of multilingual subtitles for symphonic music concerts.

EARLY WORK EXPERIENCE (2008 – 2016)

Usher (2015-2016 ~ Auditorium "laVerdi", Milan)

Waiter (2010-2015 ~ Pit Stop Restaurant, Florence)

Website editor (2008-2010 ~ Lungavita Newsroom, Florence)

Babysitter (2006-2010 ~ Freelance)

FREELANCE WORK EXPERIENCE

AUDIOVISUAL ART INSTALLATION H/W & S/W DESIGNER (2017 - present) - [website](#)

Resonance (2026 - work in progress)

Description: immersive sound installation with singing bowls and live electronics, aimed to promote deep relaxation.

Sound Moving Through Space (2023)

Immersive-interactive sound installation and workshop at the Islamic Art Biennale, Jeddah (SA), in collaboration with the international artist [Basmah Felemban](#) and her showcased artwork *Wave Catcher*.

Topics: Acousmatic Music history and 3D sound spatialisation techniques.

Soul to Soil / Soil to Soul (2023)

Exhibited at KAUST (King Abdullah University of Science and Technology) for the Winter Enrichment Program 2023.

Description: interactive audiovisual installation with plant-based touch interaction.

vibrAZIONI (2020)

Granted project. Funded by Municipality of Florence (Italy).

Description: interactive audio-visual permanent installation, focused on the healing properties of sound, aimed at the requalification of a public space of high social interest.

In collaboration with: Eliana Martinelli, Tommaso Ferrini, Camilla Castellani, Luca Dilaghi.

Interattività Sincronica (2017) - [dedicated website](#)

Interactive, audio-visual installation, developed with Elisa Garuglieri (PhD) as a scientific research tool about pseudo-random generators, Micro-Psychokinesis and the Synchronicity theory by C. G. Jung.

Exhibited at: KAUST, *Winter Enrichment Program* (2023), *Biennale d'Arte Contemporanea di Salerno* (2018 ~ **2nd prize winner**), *FuoriSalone di Milano* (2018).

SOUND COMPUTING S/W DESIGNER FOR ELECTROACOUSTIC MUSIC PERFORMANCES (2016 – present)

Echo Poems (2026, composer Giorgio Tedde) - ongoing project

Æon (2022, composer Giorgio Tedde) - [Link](#)

Nori Mori (2022, composer Junghae Lee) - [Link](#)

Fliessende Räume (2022, composer Elnaz Seyedi) - [Link](#)

Ombra dal nero fluente (2019, composer Mauro Saleri) - [Link](#)

A Play in Rebellion (2017, composer Mauro Saleri) - [Link](#)

l'Air D'ailleurs (2016, composer Fabiën Levy) - [Link](#)

Looping and Warping (2016, composer Mauro Di Vincenzo) - [Link](#)

SOUND DESIGNER FOR THEATER PERFORMANCES (2014 – present)

The Jail (2015-2018, pantomime - Meyerhold Theater of Moscow, several theatres in Florence, and two Italian prisons) - [Link](#)

Dropping Sounds (2017, interactive and participative performance – Contemporary Art Center “Luigi Pecci”) - [Link](#)

Tempo e Suono (2015, electroacoustic performance – Music Conservatory of Florence) - [Link](#)

Silent Interview (2015, performance by Daniele Davitti for the festival IFFTI – Santa Croce church, Florence) - [Link](#)

Abitare lo Spirito dei Luoghi (2014, in collaboration with the Order of Florence Architects, Palazzina Reale di Firenze) - [Link](#)

MUSICIAN - Drummer (2006 - present)

Education: Florence Municipality Music School (2004-2008), Siena Jazz International Academy (2008-2009).

Number of live performances: 100+ (Italy, Spain, France, Switzerland, Saudi Arabia).

Music genres: jazz, blues, funk, hard rock, folk, pop, orchestral.

EDUCATION

2018 – Master's degree in Sound Computing and Multimedia (120 Credits) ~ Final grade 110/110

Institute: Music Conservatory "G. Verdi" of Milan, Italy.

Thesis: *Interattività Sincronica*, interactive audiovisual installation. Supervisor: Eng., M° Sylviane Sapir.

Main areas of interest: \software programming for interactive sound and multimedia.

2015 – Bachelor's degree in Music and New Technologies (180 Credits) ~ Final grade 110/110

Institute: Music Conservatory "L. Cherubini" of Florence, Italy.

Thesis: *Tempo e Suono*, interactive audiovisual performance. Supervisor: M° Alfonso Belfiore.

Main areas of interest: music theory, sound technologies, interaction between sound and multimedia.

WORKSHOPS - COURSES - MASTERCLASSES

ONLINE

2025 – Microphone Techniques for Live Sound by Berklee Online University (3 credits)

2024 – Art of Mixing by Berklee Online University (3 credits)

2024 – Ken "Pooch" Van Druten Masterclass on Live Sound Mixing

2024 – Brad Madix Masterclass on Live Sound Mixing

2023 – Fundamentals of Audio and Music Engineering - by University of Rochester

2021 – Dante Certification Level 1 (repeated in 2025)

IN-PERSON

2017 – *ArteAzione*: Interaction between people, sound and images in interactive systems art - by Stefano Scarani.

2017 – Electroacoustic music composition and performance - by Fabien Levy.

2016 – Analysis and interpretation of Acousmatic Music with the Acousmonium - by Jonathan Prager.

HYBRID

2021 - IoT and coding experimental laboratory (96 hours), by AREA SCIENCE PARK (Trieste, Italy).

About me

Professional and reliable person with a strong work ethic, teamwork and communication skills.

Solid technical background with genuine curiosity for new technologies and ideas to "solve problems".

Experienced in cross-disciplinary collaboration with artists, curators, scientists and technical teams, translating creative visions into practical technical solutions.

Hands-on experience in art production contexts and live performance, both as an executor and an artist.

Passionate about creating immersive and meaningful experiences that engage and inspire diverse audiences.

Quick learner (usually!), adaptable and proactive, able to support the development and delivery of complex projects in dynamic and multidisciplinary environments.