



Gabriele Pineider

Sound Engineer, Audio DSP Software Designer

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(Oct 2024)

MAIN WORK EXPERIENCE

2022-present 

MULTIMEDIA TECHNOLOGIES SPECIALIST

KAUST (King Abdullah University of Science and Technology)
(Full-time employee)

2021-2022 

AUDIO DSP SOFTWARE DESIGNER

ICST (Institute for Computer Music and Sound Technology, Zurich)
(Freelance Consultant)

2019-2021 

BROADCAST AUDIO ENGINEER

SKY GROUP TELEVISION
(Full-time employee)

2020 

AUDIO-VISUAL SOFTWARE DESIGNER

MUNICIPALITY OF FLORENCE
(Freelance Consultant)

2018-2019 

AV TECHNICIAN

I.W.S. CONSULTING
(Full-time employee)

2017-2018 

AUDIO RECORDING ENGINEER

VERBATIM
(Part-time employee)

2016-2017 

EDITOR AND LIVE CONTENT MANAGER

MILAN SYMPHONIC ORCHESTRA
(Part-time employee)

TECHNICAL SKILLS

- Live Sound Engineering
- Advanced Audio Editing
- Studio Recording / Mixing
- Audio DSP programming
- Embedded interactive audio
- Multichannel Sound Spatialisation
- Sound Design

LIVE EVENT-RELATED SKILLS

- Cues workflow
- Musical score reading
- Stage management
- Video/Lights basic principles
- CAD drawing (beginner)

PERSONAL SKILLS

- Problem-solving
- Collaboration
- Flexibility
- Teamwork
- Attention to details
- Creativity
- Ability to work under pressure

EDUCATION

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

LANGUAGES

English (B2), Italian (native)

PERSONAL INFO

Age: 34
Nationality: Italian
Current location: Saudi Arabia, Jeddah (KAUST)
Website (artistic projects): gabrielepineider.com

WORK EXPERIENCE

MULTIMEDIA TECHNOLOGIES SPECIALIST (02/2022 – present) | KAUST (King Abdullah University of Science and Technology)

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

Job Description: technical director for concerts and multimedia art installations, software designer and consultant for AVL art installation setup, sound engineer for concerts in a 1500-seat Auditorium and for mid-size outdoor concerts.

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

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

Job description: audio DSP software design for live electronic music performances using wireless and motorized loudspeakers developed within the research project “Sound Moving Sources”, aimed to experiment with new approaches to 3D sound spatialization in live music. Live performances of *ad hoc* electroacoustic music for the dissemination of the motorized sound system.

AUDIOVISUAL SOFTWARE DESIGNER (09/2020 – 11/2020) | Freelance

Granted project, funded by the Municipality of Florence.

Description: technical design, software programming, setup of *vibrAZIONI*, an interactive audio-visual art installation aimed at requalification of public space of high social interest. Team: Eliana Martinelli, Tommaso Ferrini, Camilla Castellani, Luca Dilaghi.

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

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

Job description: live mixing in Stereo and Dolby format for worldwide sports events with Italian commentary, and dubbing of magazines.

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

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

Job description: DFS signals routing, management of encoders/decoders of optical fiber transmission from Italian stadiums to the MCR.

AV TECHNICIAN (01/2019 – 10/2019) | I.W.S. Consulting

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

Job description: AV engineer for conferences and live music, audio/video conferences systems management.

AUDIO RESTORATION CONSULTANT (04/2018 – 10/2018) | Freelance

Job description: restoration and quality increase of audio recordings involved in criminal trials.

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

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

Job description: audio recording of trials and interrogations, live markers management with the court hearing progress info, transcripts agreements with Magistrates.

SOUND DESIGNER (04/2014 – present) | Freelancer

Workplace: Theatres, Concert Halls; Italy (Florence, Rimini, Milan, Rome), Spain (Merida), Russia (Moscow), Saudi Arabia (KAUST).

Job description: sound design and live sound engineering of theatre performances and electroacoustic music concerts.

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

Workplace: Auditorium of Milan; Milan, Italy.

Job description: production and live management of multi-language subtitles for symphonic music concerts.

USHER (12/2015 – 12/2017) | Symphonic Orchestra *laVerdi* of Milan

Workplace: Auditorium of Milan; Milan, Italy.

Job description: audience management in a 1500-seat Auditorium.

WAITER (08/2010 – 01/2015) | Pit Stop S.r.l.

Workplace: Pit Stop Restaurant; Florence, Italy.

Job description: waiter in a 100-seat restaurant.

MUSICIAN | Drummer (01/2006 - present)

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

Number of live performances: 100+ (Italy, Spain, Saudi Arabia), playing different genres (jazz, blues, funk, hard rock, folk).

EDUCATION

2018 – Master's degree in Sound and Multimedia Technologies (120 Credits), grade 110/110

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

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

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

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

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

WORKSHOPS - COURSES - MASTERCLASSES

ONLINE

2024 – Graduate-level course in Music Mixing by Berklee Online University (3 credits)

2024 – Ken Pooch Van Druten Masterclass on Live Sound Mixing (10 hours)

2024 – Brad Madix Masterclass on Live Sound Mixing (10 hours)

2023 – Fundamentals of Audio and Music Engineering (12 hours) - by University of Rochester

2023 – Music as Biology: What We Like to Hear and Why (6 hours) - by Duke Institute for Brain Science

2021 – Dante Certification Level 1

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).

Communication skills

Polite and professional person. Sociable personality with strong communication and team-building skills.

Organizational skills

Precise and methodical work style, keen to plan in advance when possible, and able to deal with last-minute needs as well.

Stress management skills and problem-solving attitude, ability to work under pressure and meet deadlines.

Practical skills

Electrician (basic), Carpenter (basic).

Driving license for cars (EU, SA)

Privacy Authorization

In compliance with the GDPR and Italian Legislative Decree no. 196 dated 30/06/2003, I hereby authorize the recipient of this document to use and process my personal details for the purpose of recruiting and selecting staff, and I confirm to be informed of my rights in accordance to art. 7 of the above-mentioned Decree.

