

Creative Technologist

Leonardo Mussatto

mussattoleonardo@gmail.com

+44 7578832475

leonardomussatto.com

I am a junior creative technologist, keen collaborator, and interdisciplinary team player. I worked on a variety of projects inspired by my passion for nature, architecture, and multimedia communication, utilizing a range of technological, design and programming skills. I'm always excited to tackle new challenges and develop my skills.

Technical Skills

Arduino TouchDesigner Unreal Engine MadMapper Premiere Pro DaVinci Resolve Reaper
ReactJS KiCad Fusion360 SketchUp Blender 360 cameras Zoom Recorders

Student Projects

The Vanishing Cloud Forest

2023

- Led an international team of 5 to design and produce an exhibition showcasing the research and restoration plan carried out by the Saint Helena Research Institute in a simple and engaging manner
- Developed an interactive tabletop 3d map using TouchDesigner and Bare Conductive touch boards
- Worked alongside a CGI artist to create an immersive virtual forest through projection mapping and spatial sound

Systems' Discourse

2022

- Programmed the interaction between generative visuals and sound created with Processing, Reaper, VCV Rack, and data from visitors and a mushroom collected using Arduino
- Created an immersive experience using projection mapping and spatialized ambisonics soundscape created by a modular synthesizer in real time

Capsule – City VR

2021

- Collaborated with a small team to build a working prototype of a VR experience allowing visitors to explore Piccadilly Circus through time with Unreal Engine, Steam VR and Oculus Rift
- Used spatial sound to guide users through the experience and photogrammetry to create the virtual environment

Play For The Future

2021

- Developed a digital board game on renewable energy based on a hexagonal grid using Unreal Engine
- Created a multiuser tabletop interfaced with Arduino and capacitive sensors
- Designed 3D tiles in Blender

Work Experience

Contemporary Media Practice Degree Show

2023

Exhibition – Exhibition Designer, Technical Liaison

- Successfully oversaw the planning and setup of the CMP Degree Show hosted by the University of Westminster in Ambika P3, London, collaborating with a group of 4 to effectively showcase each project and guide visitors through a unique experience
- Designed the exhibition layout, utilizing 3d renders and 2D floor plans to mediate between the multiple teams, the university's workshops, and the gallery administration
- Assisted each team before and during the setup, providing technical support, tracking equipment requirements, optimizing available spaces and resources, and facilitating reasonable compromises

Falling Apart

2023

Music Video – Gaffer, Grip

Director: Bobby Genev – Film Stripe

- Organized storage to timely provide equipment and safely store it overnight
- Assisted the DoP in achieving the desired shots, setting up lights, camera equipment, dolly tracks and any other specialist equipment required

Fifth Story

2022

Short Film – Sound Recordist

Director: Maxance Louvety – Producer: Enzo Kristensen

- Efficiently collaborated with the crew to efficiently record clear and rich dialogues
- Successfully adopted multi-microphone setups, reducing the need for voiceovers and multiple takes

Small Talks

2022

Short Film – Sound Recordist, Sound Editor

Director: George Sheard – Producer: Paolo Alberto Neri

- Successfully recorded consistent dialogues both outdoors and inside a moving car.
- Collaborated with the composer and quickly completed a 5.1 Film mix in DaVinci Resolve and Reaper.

Education

Bachelor of Arts (BA) Honours – First Class Honours 2020 -

Contemporary Media Practice 2023

University of Westminster

- Interactive Media Exploration
- Convergent Media
- Critical Perspectives on Media

Languages

Italian English

Other passions

Sailing Hiking Digital & Analog Photography