CREATIVE TECHNOLOGIST

Leonardo Mussatto

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Creative Technologist specializing in interactive installations and immersive experiences. Designs and prototypes real-time systems using Unreal Engine, TouchDesigner, and microcontroller-based interfaces. Skilled in bridging design, hardware, and software to create engaging public-facing experiences. Strong collaborator with experience leading interdisciplinary teams

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TECHNICAL SKILL

Arduino   React   Astro   TouchDesigner   Unreal Engine   DaVinci Resolve   Reaper

KiCad   Fusion360   Blender   SketchUp   MadMapper   Premiere Pro   360° cameras

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SELECTED PROJECTS

The Vanishing Cloud Forest   2023

- Led an multidisciplinary team of 5 in designing and producing an exhibition informed by research and materials provided by the Saint Helena Research Institute
- Developed an interactive tabletop map using TouchDesigner and capacitive touch interfaces to communicate ecological restoration data
- Worked alongside a CGI artist o create an immersive projection-mapped environment with spatialized audio, translating scientific research into an accessible public experience

Systems' Discourse   2022

- Designed and programmed a real-time generative audiovisual installation integrating visitor data and bio-sensor input via microcontroller
- Built a generative system connecting generative visuals (Processing), modular synthesis (VCV Rack), and spatial sound (Reaper) to create an responsive immersive environment

Capsule – City VR   2021

- Collaborated on the development of a VR prototype enabling users to explore Piccadilly Circus across historical timelines
- Developed environments using Unreal Engine, photogrammetry, and spatial audio design to enhance immersion and user navigation

Play For The Future   2021

- Prototyped an educational board game exploring resource management and renewable energy solutions through an hexagonal tabletop interface created in Unreal Engine
- Designed and programmed a multi-user interaction system using microcontrollers and capacitive sensors to enable collaborative gameplay
- Created 3D assets in Blender

WORK EXPERIENCE

Contemporary Media Practice Degree Show   2023

Exhibition – Exhibition Designer, Technical Liaison

- Oversaw planning and technical installation for 20+ projects across Ambika P3 exhibition space, managing installation logistics, optimizing spaces and resources
- Designed exhibition layouts using 3D visualization and floor plans to coordinate between creative teams, workshop technicians, and venue administration
- Provided on-site technical troubleshooting and resource management during installation and live exhibition periods

Falling Apart   2023

Music Video – Gaffer, Grip
Director: Bobby Genev – Film Stripe

- Organized storage to ensure timely access to equipment and safe overnight storage
- 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

- Collaborated with the crew to efficiently record clear and rich dialogues
- Implemented multi-microphone setups, reducing the need for multiple takes

Small Talks   2022

Short Film – Sound Recordist, Sound Editor
Director: George Sheard – Producer: Paolo Alberto Neri

- Managed on-location sound recording in complex environments (outdoor and moving vehicle), ensuring production-quality dialogue capture
- Delivered a film 5.1 surround mix using DaVinci Resolve and Reaper under tight production timelines

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EDUCATION

Bachelor of Arts (BA) Honours – First Class Honours

Contemporary Media Practice

University of Westminster

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

LANGUAGES

Italian   English

OTHER INTERESTS

Sailing   Hiking   Cycling

Gaming   Analogue Photography