

ANDREA CERRATO

AUDIO ENGINEER, SOUND DESIGNER, AUDIO MAKER_

WEBSITE: WWW.CERRATOANDREA.COM



GENERAL INFORMATION

ADDRESS: Via Fortezza 17, 20126 Milan, Italy
BIRTH: 1st May 1992
CELL: +39 334 2698018
EMAIL: info@cerratoandrea.com / cerrax.ca@gmail.com

EDUCATION

AUDINATE DANTE
CERTIFICATION
2019

- Dante Network Protocol
- Level 1, Introduction to Dante
 - Level 2, Intermediate Dante Concepts
 - Level 3, Advanced Dante Concepts

MASTER OF ARTS
2016 - 2017
MIDDLESEX UNIVERSITY
SAE INSTITUTE, MILAN

SOUND INTERACTION DESIGN & AUDIO PROGRAMMING - DISTINCTION

- Sound design techniques and prototypes testing
- Max/MSP, Pure Data programming
- Hardware platforms (Arduino, Raspberry Pi)
- Communication protocols

SOUND DESIGN FOR
PERFORMING ARTS
2016
SAE INSTITUTE, MILAN

- Electroacoustic and computer instruments
- Prepared piano sampling
- IRCAM Suite software
- Audio synthesis (addictive, subtractive, FM, physical modelling)
- Sound spatialization (quadriphonic, octophonic)

BACHELOR OF ARTS (HONS.)
2014 - 2015
MIDDLESEX UNIVERSITY
SAE INSTITUTE, MILAN

AUDIO PRODUCTION - 1ST CLASS

Thesis about the interaction modalities in the concept of "open work" and the role of an audience in interactive music approaches.

- Audio digital editing, mixing & mastering
- Audio restoration and analysis

AUDIO ENGINEER DIPLOMA
2013 - 2014
SAE INSTITUTE, MILAN

- Digital Audio Production
- Advanced recording techniques and microphones' theory
- Audio physics and signal processing
- Practice from small to large format mixing desks

SCIENTIFIC DIPLOMA
2006 - 2011

NATIONAL IT PLAN - 100L

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WORK EXPERIENCE

LIVE SOUND ENGINEER
APRIL 2018 - TODAY

**ELECTRONIC MUSICIAN,
AUDIO MAKER**
MAY 2016 - TODAY

**SOUND DESIGNER
INSTRUCTOR ASSISTANT
AUDIO RESEARCHER**
2016 - TODAY

TECHNICAL EVENT MANAGER
MAY 2018 - TODAY

**SOUND DESIGNER
LIVE SOUND ENGINEER
AUDIO PROGRAMMER**
2014 - TODAY

**AUDIO TECH &
ASSISTANT STAGE MANAGER**
2016 - 2018

LIVE AUDIO ENGINEER
FEBRUARY 2018 - APRIL 2018

**SOUND DESIGNER
POST-PROD ENGINEER**
SEPTEMBER - OCTOBER 2016

AUDIO SUPERVISOR
SEPTEMBER 2015 - APRIL 2016

FOH ENGINEER FOR TOUR AND LIVE EVENTS
Venerus, Tish, Iside, Asian Fake label's artists

AGON - CENTRE FOR CONTEMPORARY MUSIC
Resident artist, Musician of the Reihe Laptop Ensemble.
Electronic music experimentation, live concerts.

Programming with Max/MSP, Arduinos, SBCs (Single Board Computers), generative sound design, interactive audio.

MUSIC TECH FEST #SPARKS, GENOVA, ITALY - NOVEMBER 2016
MUSIC TECH FEST, KTH STOCKHOLM, SWEDEN - SEPTEMBER 2018
OPEN CODES, ZKM KARLSRUHE, GERMANY - OCTOBER 2018
MTF LABS, INFOBIP PULA, CROATIA - MAY 2019

EATALY SMERALDO, MILAN

Technical Event Manager and Sound Engineer for live music shows, concerts, festivals and music performances within the venue of the ex-Smeraldo Theatre, now Eataly Smeraldo in Milan, Italy.

THEATRE LIVE SHOWS

Music Live Shows and Listening Experiences.
Recording and audio post-production. Programming audio sequences and interactive audio devices on stage.

- Terraforma Festival 2016, Milan
- Music Tech Fest 2016, Berlin
- Terraforma Festival 2018, Milan

JERSEY BOYS, THE MUSICAL

Audio engineer on stage, deal with radio microphones, frequency analysis, radio antennas.
Miking professional actors for the Italian tournée.

"L'ALBUM DI JAQUELINE" - MILANO DESIGN FILM FESTIVAL 2016

Documentary sonorization, Audio montage, Mix and finalization.
Music composer for one of used tracks.

AUDIO SUPERVISOR - CAMPUS OF SAE INSTITUTE MILAN

Teaching processes and methodologies to support campus students.
Audio supervision in recording studios.

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ENGLISH CERTIFICATE

IELTS 2018: 7,5

CAR DRIVING LICENSE

SKILLS

ORGANISATIONAL SKILLS

- Excellent problem solving
- Workflow scheduling
- Attention to details
- Creating and keeping deadlines
- Decision making
- Work in team and alone
- Multitasking
- Time scheduling
- Communication
- Listening skills

TECHNICAL & ARTISTIC SKILLS

- Audio programming
- Recording, mixing and mastering deep knowledge
- Location sound recordist, boom operator, live show audio engineer
- Electronic fundamentals and audio technical maintenance
- Micro-controllers and hw open platforms (Arduino)
- Physics of audio signals
- Mono, stereo and multi-channel recording and playback techniques
- Advanced audio restoration skills
- Excellent craftsmanship for DIY projects and prototypes
- Quick learning ability in both software and hardware contexts
- Practical/theoretical knowledge of drums and percussion instruments
- Deep artistic sound perspectives
- Love to integrates new instruments, techniques in artistic workflows

SOFTWARE

- **AUDIO DAWs:** PROTOOLS, LOGIC, CUBASE, ABLETON LIVE
- **AUDIO RESTORATION AND ANALYSIS:** iZOTOPE RX, WAVES RESTORATION BUNDLE, SONNOX RESTORE
- **AUDIO PROGRAMMING:** MAX/MSP, PURE DATA
- **DESIGN:** ADOBE ILLUSTRATOR, ADOBE INDESIGN, AUTODESK FUSION 360
- **SOUND DESIGN:** IRCAM SUITE, GRM TOOLS, GLEETCHLAB, IANNIX

HOBBIES AND INTERESTS

