



# LUCA MIRANDA



## INFO +

- Lomagna (LC) – Italy
- luca.miranda91@gmail.com
- (+39) 349 3103890
- www.unawesome.com

## IT SKILLS +

ILLUSTRATOR	■■■■■■■■■■
INDESIGN	■■■■■■■■■■
PHOTOSHOP	■■■■■■■■■■
PREMIERE PRO	■■■■■■■■■■
OFFICE 365	■■■■■■■■■■
SHOPIFY	■■■■■■■■■■
WORDPRESS	■■■■■■■■■■
GOOGLE ADS	■■■■■■■■■■
GOOGLE WORKSPACE	■■■■■■■■■■

## SOFT SKILLS +

- Empathy
- Crisis adaptability
- Flexibility
- Team building

## LANGUAGES +

ITALIAN	■■■■■■■■■■
Mother Tongue	
ENGLISH	■■■■■■■■■■
B2 - C1	

## PROFESSIONAL EXPERIENCE +

### CURATOR – MILAN MACHINIMA FESTIVAL

April 2020 – on going

I collaborate with the Milan Machinima Festival, focused on machinima, Game art and experimental cinematography. I deal with the research of international artists and curate their works, and support the Festival's projects, using tools as Google Workspace to remain up to date with the team.

### ASSISTANT DIRECTOR – MILAN FURNITURE FAIR PROJECT

January-February 2020 – September-November 2020

Role of assistant director for the YOLO project in collaboration with the production company Natia Docufilm, commissioned by the studio Rampello & Partners at IULM University. The work will be on display at the 2021 edition of the Salone del Mobile in Milan city.

## EDUCATION +

### MASTER'S DEGREE IN TELEVISION, CINEMA AND NEW MEDIA

2017 – 2020 IULM University – Milan

Final mark: 110/110

I have gained projectual skills, in social media, content management, and digital marketing. I learned customer journey concepts, how to manage data insights and SEO analysis. I also strengthened my team work ability throughout multiple projects, in roles of coordinator and team leader.

### BACHELOR'S IN MEDIA AND ART

2013 – 2016 University of Bologna – Bologna

Final mark: 110/110

I have improved my project-based documentation, editing and research skills. The study of different subject areas has allowed me to develop a comparative attitude among different fields. I have also nurtured a goal-oriented attitude and ability to manage organizational tasks.

## OTHER EXPERIENCES +

### LECTURE ON ART AND VIDEOGAMES – IULM UNIVERSITY

March 2021

I gave a lecture on walking simulator, related with video games and art topics, held in the Master's Degree course "Videogame: Technology & Art (digital stories)" by Professor Matteo Bittanti.

*Luca Miranda*

## PUBLICATIONS +

Miranda L. (in press), *Giocare a camminare*, Concrete Press, San Francisco, 2021.

Retez R., Miranda L. (in press), "Cutszenema: il Full Game Movie tra machinima vernacolare e montaggio di cutscene", in Bittanti, M., Fantacci, G. (edited by), *Machinima, The State of the Art*, Concrete Press, San Francisco,

## INTERESTS +



READING



VIDEO GAMES



WRITING



CINEMA



MARTIAL ARTS



DIGITAL ART

### IJI PROJECT – WEB & SOCIAL UNIVERSITY PROJECT

2019 – Iulm University, Milan

As a team, we simulated an art collective that started the IJI Project, an activity focused on environmental issues. We opened social channels and posted various contents. I was responsible for creating the website and managing the textual contents.

### VIDEOMAKER – INTERNATIONAL JOURNALISM FESTIVAL

April 2019 – Perugia

I was a volunteer in the videomaking section of the festival organization, working on creating interviews, interviewing international authors, shooting, and audio-video editing.

### 2018: A SPACE ODISSEY – VIDEOART UNIVERSITY PROJECT

2018 – IULM University, Milan

Project in homage to "2001: A Space Odyssey", thought to be a virtual reality installation. I coordinated the team, supervised the project, and created a playable concept with the Unity 3D game engine.

### GAME DESIGNER THE ARCHITECT – DESIGNING VIDEO GAMES

April – June 2017 Fastweb Digital Academy, Milan

Course promoted by Digital Bros Game Academy, focused on the study of the videogame language and its production mechanics. During the course was required the development of a videogame in team, using a free choice design tool.

*Luca Miranda*