Giovanni Maria Troiano, PhD

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Research Areas of Interest & Expertize: Human-Computer Interaction (HCI), Game Design and Games for Research, Physical Computing, Novel HCI Paradigms, Queer and LGBTQ+ Studies, Social-Constructionism in HCI, Speculative Design and Research Fiction, Computational Thinking, Constructionist Learning, STEM, Inclusivity and Diversity in Technology Design, Esports, Controversial Topics in HCI, Critical Design

Academic Education & Career

Northeastern University – *2020 onwards*. Visiting Assistant Professor at the College of Arts, Media, and Design (CAMD). Teaching three courses in the fall and spring semesters for the GSND (Game Science and Design) program, among which *psychology of play, player experience,* and *mixed method research*. Also acting as supervisor for master theses.

Northeastern University – *2018 to 2020*. Postdoctoral fellow at the College of Arts, Media, and Design (CAMD). Working on several projects related to game design, constructionist learning, serious games, gamified research, gamification, cyberlearning, and computational thinking (https://www.terc.edu/display/Projects/Building+Systems+from+Scratch, supervisor prof. Casper Harteveld)

University of California San Diego – *2017*. Postdoctoral fellow at the Biomedical Informatics division of the Medicine department at UCSD. Working as the UX and Usability lead of the UCSD biomedical informatics group as part of the NIH funded project bioCaddie (https://biocaddie.org/, supervisor prof. Jina Huh)

University of Copenhagen – *2013* to *2016*. PhD student at the Computer Science Department (DIKU) of the University of Copenhagen (UCPH), stable work as part of the EU founded FET GHOST project (http://ghostfet-prod.cs.bris.ac.uk/, supervisors prof. Kasper Hornbæk, doc. Esben Warming Pedersen)

KAIST University – *2015*. Visiting PhD student at Industrial Design department of the Korean Advanced Institute of Technology (KAIST, supervised by prof. Youn-kyung Lim)

Universitat Pompeu Fabra – *2011 to 2012*. Research Assistant at MTG with focus on Music Technology and Creativity (supervisor prof. Sergi Jordà Puig)

Universitat Pompeu Fabra – *2010 to 2011*. Interdisciplinary Master in Interactive Media and Cognitive Systems, MSc (supervisor prof.Sergi Jordà Puig)

Accademia di Belle Arti di Napoli – *2008 to 2010*. Specialization in New Technologies of Art, MA (Hons), SUMMA CUM LAUDE

Accademia di Belle Arti di Napoli – *2003 to 2008*. Undergraduate course in Digital Art Practices and Media Art, BFA (Hons), SUMMA CUM LAUDE

Conservatoire of Salerno – *Salerno, Italy,* 2008. Received a Diploma degree in sight reading and music composition (supervision of prof. Giovanni Petrazzuolo)

Dartington College of Arts – *2007*. Contemporary Art Practices & Digital Arts (exchange student for the *Socrates Erasmus* program)

Scientific Publications

1. **Troiano, G. M.**, Wood, M., Sonbudak, M. F., Padte, R. C., & Harteveld, C. (2021, June). "Are We Now Post-COVID?": Exploring Post-COVID Futures Through a Gamified Story Completion Method. In Designing Interactive Systems Conference 2021 (pp. 48-63). (Acceptance rate 25%)

2. Daniel Madden, Yuxuan Liu, Haowei Yu, Mustafa Feyyaz Sonbudak, **Giovanni Maria Troiano**, and Casper Harteveld. 2021. "Why Are You Playing Games? You are a Girl!": Exploring Gender Biases in eSports. In Proceedings of *the 2021 CHI Conference on Human Factors in Computing Systems* (CHI '21). Association for Computing Machinery, New York, NY, USA. DOI:https://doi.org/10.1145/3411764.3445248 (Acceptance rate 23%)

3. **Giovanni Maria Troiano**, Dylan Schouten, Michael Cassidy, Eli Tucker-Raymond, Gillian Puttick, and Casper Harteveld. 2020. Ice Paddles, CO2 Invaders, and Exploding Planets: How Young Students Transform Climate Science Into Serious Games. Proceedings of *the Annual Symposium on Computer-Human Interaction in Play. Association for Computing Machinery*, New York, NY, USA, 534–548. DOI:https://doi.org/10.1145/3410404.3414256 (CHIPlay '20). (Acceptance rate 29%)

4. **Giovanni Maria Troiano**, Dylan Schouten, Michael Cassidy, Eli Tucker-Raymond, Gillian Puttick, and Casper Harteveld. 2020. All Good Things Come in Threes: Assessing Student-Designed Games via Triadic Game Design. In International Conference on the Foundations of Digital Games (FDG '20). Association for Computing Machinery, New York, NY, USA, Article 88, 1–4. DOI:https://doi.org/10.1145/3402942.3403010 (FDG '20). (Acceptance rate 34%)

5. Alberto Boem, **Giovanni Maria Troiano**, Giacomo Lepri, and Victor Zappi. 2020. Non-Rigid Musical Interfaces: Exploring Practices, Takes, and Future Perspective. In proceedings of *the 20th international conference on New interfaces for musical expression* (NIME '20). (Acceptance rate 27%)

6. **Giovanni Maria Troiano**, Matthew Wood, Casper Harteveld. 2020. "And This, Kids, Is How I Met Your Mother": Consumerist, Mundane, and Uncanny Futures with Sex Robots. In Proceedings of the *38th Annual ACM Conference on Human Factors in Computing Systems* (CHI '20). (Acceptance rate 23%)

7. **Giovanni Maria Troiano**, Qinyu Chen, Angela Vargas Alba, Gregorio Robles, Eli Tucker-Raymond, Michael Cassidy, Gillian Puttick, Gillian Smith, and Casper Harteveld. 2020. Exploring How Game Genre in Student-Designed Games Influences Computational Thinking Development. In Proceedings of the *38th Annual ACM Conference on Human Factors in Computing Systems* (CHI '20). (**Best Paper Award**, Acceptance rate 23%)

8. Eli Tucker-Raymond, Michael Cassidy, Casper Harteveld, and **Giovanni Maria Troiano**. 2020. "I Broke Your Game!": critique among middle schoolers designing computer games about climate change. In the *International Journal of STEM Education*. Springer Link. Volume 6, Issue 1. DOI: 10.1186/s40594-019-0194-z

9. Eli Tucker-Raymond, Michael Cassidy, **Giovanni Maria Troiano**, Gillian Smith, Gillian Puttick, and Casper Harteveld. 2020. Distributed Expertise for Computational Problem Solving in Middle School Science Classrooms". Accepted by the *American Educational Research Association* (AERA 2020).

10. Angela Vargas Alba, Gregorio Robles, **Giovanni Maria Troiano**, Qinyu Chen, and Casper Harteveld. 2019. Bad Smells in Scratch Projects: A Preliminary Analysis. In Proceedings of the *14th European Conference for Technology-Enhanced Learning* (EC-TEL 2019), Delft, Netherlands.

11. **Giovanni Maria Troiano**, Sam Snodgrass, Erinç Argımak, Gregorio Robles, Gillian Smith, Michael Cassidy, Eli Tucker-Raymond, Gillian Puttick, and Casper Harteveld. 2019. "Is My Game OK Dr. Scratch?": Exploring Programming and Computational Thinking Development via Metrics in Student-Designed Serious Games for STEM. In Proceedings of the *18th ACM International Conference on Interaction Design and Children* (IDC '19). ACM, New York, NY, USA, 208-219. DOI: https://doi.org/10.1145/3311927.3323152 (Acceptance rate 33%)

12. Alberto Boem and **Giovanni Maria Troiano.** 2019. Non-Rigid HCI: A Review of Deformable Interfaces and Input. In Proceedings of the *2019 Designing Interactive Systems Conference* (DIS '19). ACM, New York, NY, USA, 885-906. DOI: https://doi.org/10.1145/3322276.3322347 (Acceptance rate 25%)

13. Gillian Puttick, **Giovanni Maria Troiano**, Eli Tucker-Raymond, Michael Cassidy, Jackie Barnes, and Casper Harteveld. (2018). Exploring how student designers model climate system complexity in computer games. In Proceedings of *Connected Learning Summit* (CLS'18). MIT, Boston, USA.

14. Paul Strohmeier, Antonio Gomes, **Giovanni Maria Troiano**, Aske Mottelson, Timothy Merritt, and Jason Alexander. 2016. Sharing Perspectives on the Design of Shape-Changing Interfaces. In Proceedings of the *2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '16). ACM, New York, NY, USA, 3492-3499. DOI: https://doi.org/10.1145/2851581.2856478 (Acceptance rate 23%)

15. **Giovanni Maria Troiano**, John Tiab, and Youn-Kyung Lim. (2016). SCI-FI: Shape-Changing Interfaces, Future Interactions. In Proceedings of the *9th Nordic Conference on Human-Computer Interaction* (NordiCHI '16). ACM, New York, NY, USA, Article 45, 10 pages. (Acceptance rate 25%)

16. Majken K. Rasmussen, **Giovanni M. Troiano**, Marianne G. Petersen, Jakob G. Simonsen, and Kasper Hornbæk. (2016). Sketching Shape-changing Interfaces: Exploring Vocabulary, Metaphors Use, and Affordances. In Proceedings of the *34th Annual ACM Conference on Human Factors in Computing Systems* (CHI '16). ACM, New York, NY, USA, 2740-2751. (Acceptance rate 23%)

17. **Giovanni Maria Troiano**, Esben Warming Pedersen, and Kasper Hornbæk. (2015). Deformable Interfaces for Performing Music. In Proceedings of the *33rd Annual ACM Conference on Human Factors in Computing Systems* (CHI '15). ACM, New York, NY, USA, 377-386. (Acceptance rate 23%)

18. **Giovanni Maria Troiano**, Esben Warming Pedersen, and Kasper Hornbæk. (2014). User-defined gestures for elastic, deformable displays. In Proceedings of the *2014 International Working Conference on Advanced Visual Interfaces* (AVI '14). ACM, New York, NY, USA, 1-8. (**Best Paper Award**, Acceptance rate 29%)

19. **Giovanni Maria Troiano**, Juan Gabriel Tirado, Monica Rikic. (2013). Tangible Syntaxes. In *Work-In-Progress of the 7th International Conference on Tangible, Embedded and Embodied Interaction* (TEI '13). ACM, New York, NY, USA.

Awarded Grants

CT4All: Exploring Gender and Racial Biases in Computational Thinking Metrics – **CoPI** – Leading a grant around inclusivity and diversity in computer science education, focused on potential biases (i.e., gender and racial) in automated computational thinking (CT) metrics assessment for CS/CT game-based constructionist curricula (**Awarded by NSF; Grant Number 2122707; Award Amount $499,999**)

Building Systems from Scratch (Extension) – **Postdoctoral Researcher** – Leading the writing of the supplement grant request for the NSF Grant No. 1542954 (**Extension Granted**).

Academic Teaching and Work Experience

Graduate Teaching

Northeastern University, Game Science & Design Program – *Fall 2021.* Lecturer and Instructor of the CAMD course GSND5310 Mixed Method Research for Games

Northeastern University, Game Science & Design Program – *Fall 2021.* Lecturer and Instructor of the CAMD course GSND6330 Player Experience (2 sections)

Northeastern University, Game Science & Design Program – *Spring 2021.*

Coordinator of the CAMD seminar GSND7990 Master Thesis, co-organized with prof. Casper Harteveld.

Northeastern University, Game Science & Design Program – *Spring 2021.* Lecturer for the CAMD course GSND6320 Psychology of Play, co-organized with prof. Casper Harteveld.

Northeastern University, Game Science & Design Program – *Spring 2021.* Lecturer for the CAMD course GSND6240 Exploratory Concept Design (a.k.a. Rapid Prototyping Ideas for Game Design), main coordinator of the course and redesigned the course syllabus.

Northeastern University, Game Science & Design Program – *Fall 2020.* Lecturer for the CAMD course GSND6330 Player Experience, co-organized with prof. Casper Harteveld.

Northeastern University, Game Science & Design Program – *Fall 2020.* Lecturer for the CAMD course GSND5130 Mixed Methods Research for Games (a.k.a. Usability and Empirical User Research), co-organized with prof. Casper Harteveld.

Northeastern University, Game Science & Design Program – *Fall 2019.* Coordinator of the CAMD seminar GSND7990 Master Thesis, organized by prof. Casper Harteveld.

Northeastern University, Game Science & Design Program – *Fall 2019.* Guest lecturer for the CAMD course GSND5130 Mixed Methods Research for Games (a.k.a. Usability and Empirical User Research), organized by prof. Casper Harteveld.

Northeastern University, Game Science & Design Program – *Fall 2018.* Lecturer and evaluator for the CAMD course GSND5130 Mixed Methods Research for Games (a.k.a. Usability and Empirical User Research), organized by prof. Casper Harteveld.

Northeastern University, Game Science & Design Program – *Spring 2018.* Guest lecturer for the CAMD course GSND6320 Psychology of Play, organized by prof. Casper Harteveld and Christoffer Holmgård.

University of Copenhagen - *2013 to 2015.* Lecturer and evaluator for the DIKU master course on User Interface Technologies, or UIT, organized by prof. Mikkel Jackobsen, prof. Sebastian Boring, and prof. Kasper Hornbæk.

Undergraduate Teaching

Northeastern University, Game Design Program – *Fall 2021.* Lecturer and Instructor of the CAMD undergraduate course GAME3330 Game Interface Design; in this course 20+ undergraduate students design innovative game interfaces, both input and output, and have the opportunity to exhibit their games as part of their capstone.

University of Copenhagen – *2013 to 2015.* Lecturer and evaluator for the DIKU

undergraduate course System Design and Concept Development, or SDCD, organized by doc. Tariq Osman Andersen and doc. Jonas Moll.

Accademia di Belle Arti di Napoli – *2012*. Lecturer and tutor for the workshop on Interactivity and Physical Computing, organized together with prof. Franz Iandolo.

Universitat Pompeu Fabra – *Barcelona, Spain, 2011*. Tutor for BA and MA students on graphical programming (e.g., Pure Data, Max/MSP), object-oriented programming (e.g., Processing), and the use of complementary programming tools, such as Osculator, Libmap, ReacTivision, DarwiinOsc, GEM, and Jitter.

Further Teaching and Working Experience

Physical and Distributed Computing – *Daejeon, South Korea, 2015*. Assistant for the workshop on Designing Interactive Interfaces for Physical and Distributed Computing, organized together with Alvaro Cassinelli at the KAIST University, department of Industrial Design.

CCCB Lab – *Barcelona, Spain, 2012*. Organizer and teacher for the workshop on creative technologies and rapid prototyping for children, organized with Sergi Jordà Puig from the Universitat Pompeu Fabra.

Reactable System – *Barcelona, Spain, 2011 to 2012*. Graphic designer and programmer for Reactable System.

Art Toolkit Festival (A+A Gallery) – *Venice, Italy, 2011*. Lecturer of Interactivity, HCI, tutor for practical workshop of ReacTivision, PD (Pure Data) and Processing, main focus on Tabletop Interaction, organized with Valerio Veneruso at IUAV.

MAV Global Art Conference – *Napoli, Italy, 2009*. Organizer, technical and logistic support for the 1st International Conference on Global Art, organized in collaboration with the Accademia di Belle Arti di Napoli, Derrick de Kerckhove, and MAV museum.

LPM (Live Performers Meeting) – *Rome, Italy, 2008*. Workshop on video mapping and gesture tracking, organized in collaboration with the visual artist Giorgio Rinolfi from the Politecnico di Milano.

Further Education

The Future of Design Fiction (CHI 2020 Workshop) – *Virtual workshop, CHI 2020*. Attended and participated in the virtual workshop on the future of design fictions; our work envisioned the use of gamified tools to democratize and extend participatory culture to design fictions (organizer Michael Mueller).

NSF Innovation I-Corps – *Boston, USA, 2018-19*. Two-month intensive workshop on methods for accelerating economic and societal benefits of National Science Foundation (NSF)-funded research projects, which are ready to move toward commercialization. My

responsibility was to develop a commercialization strategy for the platform *StudyCrafter* (https://studycrafter.com/)

Data-Driven Educational Game Design (CHI 2018 Workshop) – *Montreal, Canada, 2018*. Workshop on discussing play-centric approach to learning (both instructionist and constructionist), use of games in education, and how educational games can be better designed (organizer Bruce McLaren)

GO FAIR Data Stewardship – *San Diego, USA, 2017*. Workshop on promoting and supporting data stewardship that allows data to be Findable, Accessible, Interoperable, and Reusable (organizer Andy Lyons & Lucila Ohno-Machado)

CITI and HIPAA Training – *San Diego, USA, 2017*. Mandatory, NIH-certified employee training on human subjects research and HIPAA requirements; an IRB certificate is given upon training completion.

SMC Summer School – *Maynooth, Ireland, 2015*. Workshop on novel methods for Sound and Music Computing (organizer Joseph Timoney, NUIM Maynooth)

Click Festival! – *Helsingor, Denmark, 2015*. Workshop on circuit bending and glitch art (organizer Kyle McDonald)

TUTOREM – *Bled, Slovenia, 2014*. Workshop on research methods for Human Computer Interaction (organizer Effie Lai-Chong Law, University of Leicester, UK/ETH)

Organic Experiences: (Re)shaping Interactions with Deformable Displays (CHI 2013 Workshop) – *Paris, France,* 2013. Workshop on shape changing and deformable displays (organizers John Alexander and Sriram Subramanian, CHI Conference)

Art Toolkit Festival – *Venice, Italy, 2011*. Workshop on Full Body Interaction and Video Tracking using VVVV (organizer Martin Romeo, IUAV).

Pointillistic Sound Workshop – *Barcelona, Spain, 2010*. Three-day practical seminar in granular sound synthesis (organized by Fredrik Olofsson, l'ull cec with the collaboration of Consell Nacional de la Cultura i les Arts and the support of Hangar).

Service To The Community

Academic Service
Chair and discussion moderator for the *Northeastern Lecture Series* - 2021 and 2022 - (e.g., invited guests Bonnie Ruberg, The Queer Gaming Avant-Garde).

Chair of the Game Science and Design (GSND) program Master Thesis committee - 2021 and 2022; (supervising 15 master theses each semester)

Co-Chair of the Game Science and Design (GSND) committee for graduate studies - 2021 and 2022; co-coordinator of the GSND program along with prof.Casper Harteveld

Faculty Senate Committee
Member of the U.S. faculty senate committee for *Inclusivity and Diversity* (2019-2020)
Member of the U.S. *Full-time Non-Tenure-Track Faculty* committee (2019-2020)

Program Committee and Associate Chair
Organizer ISAGA 2022
CHI (2020-2021)
DIS (2020-2021)
FDG (2019-2021)
CSCW (2017-2021)
TEI (2020)
Chair of the track *Shape-Changing Interfaces* at DIS 2019
TEI 2013, Chair of Student Volunteers

Conference Reviewing
CHI (as a program committee)
DIS (as a program committee)
CSCW (as a program committee)
FDG (as a program committee)
UIST (invited)
CHI Play (invited)
IDC (invited)
INTERACT (invited)
Mobile HCI (invited)
SMC (invited)
Creativity & Cognition (as a volunteer)
SIGGRAPH (as a volunteer)
NIME (as a volunteer)

Journal Reviewing
Journal of Computers in Education (invited)
International Journal of Human Computer Studies (invited)
International Journal on Human Computer Interaction (invited)

Computer Skills

Programming Software Knowledge
• Unity2D (Advanced)
• Pure Data (Advanced)
• Max/MSP (Advanced)

• Java/Processing (Advanced)
• Arduino (Advanced)
• Open Frameworks (Intermediate)
• C++ (Intermediate)
• C# (Intermediate)
• R Studio (Intermediate)
• SPSS Statistical Analysis (Intermediate)
• Iqr Large scale Neural Simulator (Intermediate)
• MathLab (Basic)
• Supercollider (Basic)

Graphic & Video Editing Software
• Adobe Photoshop (Advanced)
• Adobe Illustrator (Advanced)
• Adobe InDesign (Intermediate)
• Adobe Premiere (Intermediate)
• Final Cut Pro (Intermediate)

Academic Competences and Personal Skills

Language(s) Spoken
Italian (Mother Tongue), English (High Proficiency, British level C1 certified), Spanish (High Proficiency)

Academic competences
Highly specialized in user studies, usability tests and user experience (UX), with extended experience in conducting studies and experiments, using experimental methods with advanced knowledge of both quantitative and qualitative analysis. Recently, acquired expertise of social-constructionist studies in HCI, controversial and sensitive topics in HCI (e.g., sexual HCI, identity, marginalized communities), esports with particular emphasis on gender studies and biases, games beyond cis-heteronormativity and Queerness, LGBTQ+ studies in games and esports. Experienced in conducting studies and workshops using techniques from participatory design, future workshops, and specific HCI methods (e.g., guessability, magic machines, story completion). Solid knowledge of HCI from specialized studies and several collaborations with experts of the field (e.g., Sergi Jordà, Kasper Hornbæk, Alvaro Casinelli, Simon Penny). Proficient presenter, experienced with international venues of high level (i.e., CHI, TEI), and also highly experienced in teaching to both undergraduate and graduate students. Highly experienced in writing scientific papers for top HCI venues (e.g., CHI, DIS, CHIplay).

Specialized knowledge in HCI
Physical computing, shape-changing interfaces, deformable interfaces, organic user interfaces, tangible user interfaces, multi-modal interaction, tabletop interaction, prototyping, DIY, smart sensors, e-textiles, interactive design, user experience, usability, user studies, human factors, research fiction, design fiction, speculative design,

computational thinking, constructionist learning, game design, serious games, critical design, responsible design, ethics, sexual interfaces, sexual HCI, data visualization, gender studies, queer studies, feminist HCI, big data, biomedical informatics, heuristics, data physicalization, new HCI paradigms, game design, LGBTQ+ and Queer studies.

Social skills
Team spirit, great ability to adapt to a multicultural environment, human and social experience gained through meeting and living with people from all over the world (Italy, England, Spain, Denmark, South Korea, U.S.A.).

Organizational skills and competences
High level of adaptability to any kind of professional competence within the academic field. Experienced with multiple working environments, can take leadership as well as work in a group, be a very good communicator and reliable workmate, with an extended artistic background and a highly creative personality. I have never received negative feedback from my colleagues, and neither from BA or MA students.

Artistic Experiences

Duel Beat– *Naples, Italy* 2009 – 2010. Resident VJ with the crew "VaJima" (http://www.myspace.com/vajima), organizer of music and video events, video editor for adverts related with main events, on-stage real-time video projection and editing, co-author of interactive performances and installations with different national and international artists.

12x12 Art Calendar (Palazzo Delle Arti Di Napoli PAN) – *Naples, Italy,* 2010. Responsible organizer of the event 12x12 together with the group "Mediaintegrati" coordinated by the teacher of Academy of Fine Arts of Napoli prof. Franz Iandolo, co-author of the opera "12x12" displayed during the event, responsible for video-editing, music composition, mounting the opera *"in situ",* the event was coordinated Julia Draganovic & Zak Manzi.

I Want To Be Virtual – *Naples, Italy,* 2008 – 2009. Documentary film realized in collaboration with the artist Franz Cerami, responsible for audio editing and audio composition for the documentary soundtrack, the video has been displayed in several national and international channels (RAI Radio Televisione Italiana, BBC, CBS)

Apòlide (Performance) – *Naples, Italy,* 2007. Live dance/theatre performance realized for the event "Emozioni Napoli 2007" organized and coordinated by the Neapolitan journalist Giulio Baffi

O'Curt (Apòlide, Short Film) – *Naples, Italy,* 2007. Selected as winner of Video-Theatre category together with the co-director Mario Vezza with the short film "Apòlide" video displayed du-ring the event with final public speech in front of the audience.

Beehive Illustrations, Albatros Edizioni - 2001 - 2007 Worked for six years as

Illustrator, drawer, graphic designer, colorist for the international publisher Beehive Illustrations (http://www.beehiveillu- stration.co.uk) and Albatros Edizioni (http://www.wombatcomics.com)

Music Projects and Live Performances

ALDO GALLO – *Naples, Italy,* 2008 – onwards. Founder, lead vocalist, and lead guitarist of the rock band ALDO GALLO, active in Italy from 2007. The band played in several local and national music festivals.

ALDO GALLO – Selected Live performances
       Ole Festival – October 2015
       Neapolis Festival – July 2013

These – *Copenhagen, Denmark,* 2014 – 2016. Founder, lead vocalist, and lead guitarist of the electronic-rock band *These*, active in Denmark from 2014 until 2016. The band played in several local and national music festivals.

These – Selected Live performances
       Mayhem – June 2015
       Dome of Visions – May 2015

Vulture – *Copenhagen, Denmark,* 2014 - onwards. Composer, sound engineer, and performer of the electronic music solo project *Vulture*. The project was performed live at a few local festivals and Italian music venues.

Vanishing Point – *Boston, United States,* 2018 - onwards. Lead guitarist of the punk-rock band *Vanishing Point*, active in Boston since 2004. The band played in several local and national music festivals.

Music Compositions

ALDO GALLO Albums and EPs:
1. Ovulandi (EP)
2. Kill e Biv Vol.1 (LP) – Seaside Recordings, 2008
3. Kill e Biv Vol.2 (LP) – Seaside Recordings, 2012
4. Demone – (LP) Auto-production, 2015

These Albums and EPs:
1. In My Laser Mind (EP) – Auto-production, 2016

Vulture Albums and EPs:
Tao (LP) – Auto-production, 2016

L'Inversione Dei Poli

Soundtrack of the short-movie directed by Antonio Miorin, 2018

Sento
Soundtrack of the short-movie directed by Mario Vezza, 2013

Apolide
Soundtrack of the short-movie directed by Giovanni Maria Troiano and Mario Vezza, 2008

The Architect Utopia in The Digital Age
Documentary funded by the Order of Architects of Avellino, 2006