

Chi ha
ucciso
il Conte?

Nicolò Merendino
aka "Chi ha ucciso il Conte?"
UX/UI Design
Digital Fabrication
Research

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Curriculum Vitae

My name is Nicolò Merendino (aka Chi ha ucciso Il Conte?) I am a researcher and practitioner in **digital fabrication** and **interaction design**. I engage in **hands-on design projects and studies** with **people and communities**, and I have over a decade of experience in supporting artists and musicians to develop new interactive devices with a focus on new musical experiences. My recent research effort has primarily explored **critical reflection and sustainable action** within design practices. I have investigated **open-source tools and methods** to develop interfaces in both the form of tangible devices and GUI. The aim of these explorations is to push the boundaries of current practices, finding innovative solutions to enhance the full potential of each design project, while considering its long-term impact.

Education

- **PhD in Brain, Mind and Computer Science** - Ongoing (expected graduation in March 2025)
- **Master's degree in Systems Design (PSSD)** - Jul 2013 - ISIA Roma Design (110 w Honors/110)
- **Bachelor's degree in Industrial Design** - May 2010 - ISIA Roma Design (110/110)

Academic experience

- **PhD researcher** Jan 2022 - ongoing - CSC Padova / Università di Padova
Research on sustainable digital fabrication techniques applied to networked musical devices.
- **Visiting** March 2022 HKUST(GZ), visiting research period at CMA
Research period and mentoring several PhD students on digital fabrication techniques.
- **Research fellow** Sept 2020 - Oct 2021 - Padua (IT) CSC Padova / Università di Padova
Research on networked electronic devices for the management and restoration of artworks

Design experience

- **Fablab Manager** - Oct 2021 - Oct 2022 - Parma (IT), Officine On/Off / Fablab Parma
- **UX/UI Designer** - Jan 2018 - Aug 2020 - Venice (IT), Non-Staff
- **Project Leader / Digital Fabrication Researcher** - Jan 2018 - Jan 2019 - Venice (IT), Batjo Project.
- **Designer / Digital Fabrication Researcher / Fablab Manager**- Feb 2016 - Jul 2017 - Amsterdam (NL), Waag Society / Fablab Amsterdam
- **Project Leader / Instructor** - Jan 2016 - Jul 2017 - Amsterdam (NL), A square dreams A sphere project
- **Interaction Designer** - Sept 2013 - Dec 2015 - Amsterdam (NL) STEIM, Studio For Electro Instrumental Music (Non-Staff)

Teaching and supervision

Master Thesis supervision

- 2024 (Ongoing) - **Towards Sustainable IoT: Design of an Adaptive Environmental Monitoring Device Using LoRaWAN and GSM Connectivity.**
Other supervisor: Antonio Rodà
Student: Sandeep Kumar
- 2023 - **Definition of a Model for Self-Monitoring Stress Levels During a Musical Performance. A Case Study: The "Below 58 BPM" Project.**
Other supervisor: Antonio Rodà
Student: Maddalena Tommaso

Bachelor Thesis supervision

- 2024 - **Design and Prototype of a One-String MIDI Harp.**
Other supervisor: Antonio Rodà
Student: Soffiati Corrado
- 2023 - **"Below 58 BPM": Project and Development of a User Interface Following an Open Source Approach.**
Other supervisor: Antonio Rodà
Student: Panozzo Elisa Silene
- 2023 - **Plants, Computer Music, and IoT: A Study on the Integration Between Plants and Musical Performance.**
Other supervisor: Sergio Canazza
Student: Sterlino Massimo

Note: In the Italian system Bachelor theses often require a small amount of research work with a definition of a research question and a solid methodology. To the point that one of these theses constituted the bases for a publication. Titles are translated by me from the original.

Lectures

- 2024 - **The Hong Kong University of Science and Technology (Guangzhou)** - Computational Media and Arts (CMA) Classes on design practices and digital fabrication for tangible interfaces development
- 2023 - **Università degli studi di Padova** - COMPUTER ENGINEERING FOR MUSIC AND MULTIMEDIA COURSE Class on Networked Musical Interfaces
- 2023 - **Institute of Music, Science and Engineering King Mongkut's Institute of Technology** Ladkrabang, Bangkok, Thailand - Lecture on Musical instruments Design and Development
- 2023 - **Università degli studi di Parma** - DESIGN SOSTENIBILE PER IL SISTEMA ALIMENTARE COURSE Lecture on Musical instruments Design and Development
- 2022 - **Conservatorio C. Pollini, Padova SaMPL School** - "Web audio and IoT for la musical production" Master Class on Networked Musical Interfaces
- 2021 - **Università degli studi di Padova** COMPUTER ENGINEERING FOR MUSIC AND MULTIMEDIA COURSE Class on Printed Circuit Board design

- 2023 - **Instrument Inventors Initiative Foundation** (Den Haag, NL) - Circuit CNC milling with FLOSS workshop
- 2023 - **Instrument Inventors Initiative Foundation** (Den Haag, NL) - Designing Durable instruments and installations (ECO NIME) workshop
- 2023 - **Instrument Inventors Initiative Foundation** (Den Haag, NL) - 3D printing with FLOSS workshop
- 2020 - **SoundMit Festival** (Torino, IT) - FLOSS CAD workshop
- 2019 - **End Summer Camp Festival** (Venice, IT) 3D printing with FLOSS workshop
- 2016 - **STEIM, Studio for Electro Instrumental Music** (Amsterdam, NL) Designing and building an electronic interface with FLOSS workshop

Fundings

2020 - **P.O.N.** (Programma Operativo Nazionale Ricerca e Innovazione 2014-2020)

Funding: 40000 €

Project: PhD research project proposal

PhD funded with a Scholarship to cover a 3-year PhD in Brain Mind and Computer Science, focusing on the sustainability of networked musical interfaces.

2019 - **EU Worth Partnership Fund**

Funding: 10000 €

Project: "Persona"

Role: Project leader and digital fabrication consultant

Project Persona is a project that blends traditional mask-making with digital fabrication- It consisted in a pilot project where FLOSS parametric 3d modelling, 3d printing, and digital fabrication were employed to realise a small series of "data-oriented" masks.

2018 - **Cultura Venezia - Venice street art fund**

Funding: 5000 €

Project: "Noiseboard"

Role: Project Leader and main designer

Project "noiseboard" is a project that blends skateboarding with interactive musical performances. It consisted in building a prototype of a skateboard equipped with sensors that generates a sound composition. The prototype it's been used during two pilot performances in the city of Venice (Italy)

2017 - **Google Digital News Innovation Fund**

Funding: 50000 €

Project: "Batjo"

Role: Project Leader and digital fabrication researcher

"Batjo" is a project that combines data journalism with digital fabrication, it's goal is to help newsrooms foster data physicalization through FLOSS and Digital Fabrication.

2015 - **Dutch Creative Industries Fund**

Funding: 15000 €

Project: "A Square Dreams A sphere"

Role: Project leader and main instructor

"A Square Dreams a sphere" is a project that helps practitioners in the field of design to embrace open-source software in their practices. It consisted in organizing a series of courses on FLOSS CAD in fab labs and maker spaces across The Netherlands.

Publications

Journals

2024 - **Sustainable Internet of Musical Things: Strategies to Account for Environmental and Social Sustainability in Network-Based Interactive Music Systems**

R Masu, N Merendino, A Rodà, L Turchet

IEEE Access

DOI: <https://doi.org/10.1109/access.2024.3393468>

2024 - **"Below 58 BPM", Involving real-time monitoring and self-medication practices in music performance through IoT technology**

N Merendino, A Rodà, R Masu

Frontiers in Computer Science 6, 1187933

DOI: <https://doi.org/10.3389/fcomp.2024.1187933>

2024 - **DIY Musical Instruments and Communities: From Handmade Electronic Circuits to Microcontrollers and Digital Fabrication**

N Merendino

Journal of Ubiquitous Music 1 (1), 35,40

Article - <https://periodicos.ufes.br/j-ubimus>

Full papers in conference proceedings

2024 - **Prototyping a sustainable GUI for an IoMusT project: A reflection on the adoption of sustainable practices**

ES Panozzo, M Bettega, A Rodà, N Merendino

Proceedings of the 2024 IEEE 5th International Symposium on the Internet of Sounds

DOI: <https://doi.org/10.1109/is262782.2024.10704195>

2024 - **Sustainable digital fabrication in NIME: Nine sustainability strategies for DMI production**

N. Merendino, M. Bettega, A. Pultz Melbye, J. Sullivan, A. Rodà, R. Masu

Proceedings of the International Conference on New Interfaces for Musical Expression 2024

DOI: [10.5281/zenodo.13904850](https://zenodo.org/record/13904850) (Link to paper)

2023 - **Redesigning the Chowdolo: a reflection-on-action analysis to identify sustainable strategies for NIMEs design**

N Merendino, L Giacomo, A Rodà, R Masu

Proceedings of the International Conference on New Interfaces for Musical Expression

DOI: [10.5281/zenodo.11189153](https://zenodo.org/record/11189153) (Link to paper)

2021 - **Defining an open-source CAD workflow for experimental music and media arts**

N Merendino, A Rodà

10th International Conference on Digital and Interactive Arts, 1-6

DOI: <https://doi.org/10.1145/3483529.3483715>

Other short publications and workshops

2023 - **Poster-Noiseboard Project: Using Sensors and Long-Range Wireless Communication For Musical Augmentation of Skateboarding**

N Merendino, G Dinello, A Rizzo, A Rodà, R Masu

Proceedings of the 15th Biannual Conference of the Italian SIGCHI Chapter, 1-3

DOI - <https://doi.org/10.1145/3605390.3610807>

2023 - **Workshop Hosting at NIME Eco wiki and digital fabrication Workshop**

N Merendino, R Masu

Included in the program of the International Conference on New Interfaces for Musical Expression 2023

2015 - **Not all days are equal: investigating the meaning in the digital calendar**

D Buzzo, N Merendino

Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human ...

DOI: <https://doi.org/10.1145/2702613.2732512>

Design projects

Selection of Interactive Musical Devices

Knurl

Developed for the artist Rafaele Andrade

Knurl is a 3D-printed instrument resembling a cello, designed for live sound composition. It features 16 uniquely tuned strings and sensors that allow real-time sound manipulation.

Selection of performances:

- 2024 Hong Kong, China Contemporary Musik HK
- 2024 The Hague, The Netherlands Korzo Theater
- 2024 Rio de Janeiro, Brazil, festival novas frequências
- 2023 Amsterdam, The Netherlands, Theater Carrè
- 2023 Siena Italy Festival Chigiana

Fello

Developed for the artist Andi Otto

Fello is a sensor extended cello bow that lives samples and processes the cello's sounds.

Selection of performances:

- 2024 - Utrecht, The Netherlands, NIME Keynote at Tivoli Theater
- 2023 - Bangalore, Indonesia, Bangalore International Centre
- 2021 - Venice, Italy, Combo Club
- 2019 - Amsterdam, The Netherlands, STEIM Summer Party
- 2017 - Kyoto, Japan, National Museum of Modern Art

Komorebi

Developed for the artists Matteo Marangoni and Dieter Van Doren

Komorebi is a swarm of artificial creatures that create spatial music in response to sunlight, clouds, and tree shadows, blending with nature's constant changes.

Selection of performances:

- 2022 - Namur, Belgium, KIKK Festival
- 2023 - Bergen, Norway, EKKO Festival
- 2023 - , Struer, Denmark, Struer Tracks Festiva
- 2023 - Delft, The Netherlands, Highlight Festival

Light Seq

Developed for the artist KacperZiemianin

LightSeq is an award-winning instrument and performance system for live electronic music. It allows users to program sequences of lights, which are then translated into sound.

Selection of performances:

- 2024 - Krakow, Poland, Unsound Festival
- 2020 - London, United Kingdom, Performance at Cafè OTO
- 2017 - Zaragoza, Spain, Radical db festival
- 2017 - Copenhagen, NIME Conference performance
- 2016 - The Hague, The Netherlands, Rewire Festival

Lampyridae

Developed for the artist Matteo Marangoni and Dieter Van Doren

Lampyridae is a participatory experience where humans help establish a society of artificial entities.

Participants carry handheld devices that emit and sense light and sound, creating swarm-like behaviors and immersing the audience in pulsating lights and spatial sound

Selection of performances:

- 2019, Krakow, Poland, Audio Art Festival,
- 2020, Rotterdam, The Netherlands, De Player
- 2019, Berlin, Germany, Bauhaus100 Festival - Akademie Der Kunste
- 2016, Berlin, Germany, CTM Festival - Spectrum
- 2015, Madrid, Spain, Medialab Prado

Strophonion

Developed for the artist- Alex Nowitx

The Strophonion is a wireless electronic instrument with 21 buttons and sensors that track hand and arm movements.

Selection of performances:

- 2024, Trondheim, Norway, Fri resonans Festival
- 2022, Los Angeles, USA, The Unwrinkled Ear Arts & Archives
- 2019, Berlin, Germany, Bauhaus100 Festival - Akademie Der Kunste
- 2015, Umeå, Sweden, Music Tech Fest Scandinavia
- 2014, Paris, France, Auditorium Cité Internationale des Arts

Please consult my portfolio and [website](#) for more information on the projects I developed.

Selection of books and magazines featuring my work

- 2023 - **Composing Interactions**, Book by Marije Baalman (NL) - Mentions projects "Fello", "Komorebi", "Strophonion" and "Lampirydae"
- 2022 - **Paperjam Magazine** (FR) - Magazine - Describes project "Fello" and Andi Otto's practice
- 2021 - **Gonzo Circus Magazine** (NL) - Magazine - Review and interview with Matteo Marangoni for the project "Komorebi"
- 2021 - **Zero Magazine** (IT) - Magazine - Describes project "Fello" and Andi Otto's work
- 2019 - **Soundest Magazine #6** (FIN) - Magazine - Article and back cover about "Nano Aetherfone" project
- 2019 - **Musik & Ästhetik** (DE) - Magazine - Article about "Strophonion"
- 2014 - **No Patent Pending #11** Book by Various Authors (NL) - Book - Article about project "Lampirydae"

Awards

- 2024 - **Cristal Pine Award**
Final selection with project "Knurl" (Rafaele Andrade Score)
Role: Instrument Designer
- 2024 - **Alpine Fellowship Award**
1st prize with project "Knurl" (Rafaele Andrade Performance)
Role: Instrument Designer
- 2017 - **'Radical dB' 4th international experimental music performance competition**
1st prize with project "Light Seq" (Cacper Ziemiamin Performance)
Role: Instrument Designer
- 2012 - **4° AIPI Contest "Design my third-age house"**
2nd prize with project "Differently Young"
Role: Interaction Designer
- 2010 - **Samsung Young Design Award**
2nd prize with project "Horde"
Role: Interaction Designer

Skills

Manual Skills

- Sketching and drawing
- Physical prototyping skills
- Electronics soldering skills

Software Skills

I specialised in open-source Design software

3D Modelling:

- FreeCAD

- Blender
- Wings 3D
- Meshlab
- Rhinoceros (+ t-spline plugin)
- Solidworks
- ThinkDesign
- MeshMixer

2D CAD and graphics:

- Inkscape
- Gimp
- KiCAD (PCB Design)
- Libre CAD
- Adobe CS (Illustrator/photoshop)
- AutoCAD

Digital Rendering:

- Blender (Cycles)
- V-ray
- Keyshot

Digital Fabrication

- 3D printing
- 3 axis CNC Milling
- laser cutting
- vinyl cutting

Programming

- Microcontroller (Arduino, Esp32 etc..) programming
- Processing and Arduino programming

UX/UI Design

- Figma
- Penpot
- Godot Engine (GUI development)

Other Certifications

- Sept 2021 - **Sensor Lad 2.0 - IoT and coding LAB diploma**
AREA Science Park Udine (IT)
- Oct 2020 - **Fab Academy program diploma**
Fab Foundation (USA) / Crunchlab Venice (IT) - program blog

Languages

- **Italian** - Native
- **English** - Full professional proficiency

Referees

- **Kristina Andersen**
Associate Professor, Technical University Eindhoven: h.k.g.andersen@tue.nl
- **Raul Masu**
Assistant Professor, HKUST (GZ): raul@raulmasu.org
- **Antonio Rodà**
Associate Professor, Università degli studi di Padova: roda@dei.unipd.it

Contact and profiles

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- **Facebook** - [_https://www.facebook.com/ChiHaUccisoIlConte/](https://www.facebook.com/ChiHaUccisoIlConte/)
- **Mastodon** - <https://c.im/@chihauccisoilconte>
- **Linkedin** - [_https://www.linkedin.com/in/nicolo-merendino/](https://www.linkedin.com/in/nicolo-merendino/)
- **Github** - <https://github.com/chihauccisoilconte>