Matteo Caruso Linardon

Audio Interaction Designer · Audio Developer

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Italian citizen, EU work rights

SUMMARY

Composer and audio developer building real-time systems that make data audible, across electroacoustics, psychoacoustics and low-latency computation. Finishing a Master's in Electronic Music at Conservatorio Tartini, Trieste. My next step is an MSc in Sound and Music Computing, and I am looking for an industry partner for the applied work: a thesis project, an internship, or a research collaboration.

EDUCATION

Master's degree in Electronic Music · Conservatorio G. Tartini, Trieste — Sept 2025 to July 2027 (expected)
Research track in interactive and data-driven audio.

Bachelor's degree in Electronic Music · Conservatorio G. Tartini, Trieste — Sept 2022 to July 2025
Final mark 110/110 with honours. Thesis: *Kleine Wunderkammer*, an interactive multimedia installation.

Diploma in percussion · Liceo musicale — July 2022

SELECTED PROJECTS

EV Engine Sound Sonification · Real-time automotive audio engine — Feb to June 2026
Research and real-time DSP development. Academic project. Max MSP, Python, wavetable and granular synthesis, OBD-II, OSC.

- Built a real-time interior engine sound for electric vehicles, driven by live OBD-II telemetry.
- Assessed inside the moving vehicle by a conservatory panel and awarded 30/30 with honours.

SoniChain · Real-time market sonification — Feb to June 2026
Sole author: DSP design, market-metric layer, frontend architecture and UX. Independent project. Max MSP, RNBO, Web Audio, TypeScript, SvelteKit.

- Built an auditory display that turns the live Binance trade stream into notes and shifting texture.
- Ran three synthesis engines on a shared excitation, so switching voice costs no gap. Profiled at 3.2% of one core.

Kleine Wunderkammer · Interactive multimedia installation — 2025
Sole author. Bachelor's thesis. Max MSP, Resolume Arena, Google MediaPipe, Arduino.

- Built an installation where Arduino sensors and body tracking triggered audio playback and projected animation.

EXPERIENCE

Audio and Video Technical Assistant · Conservatorio Giuseppe Tartini, Trieste — 2023
Awarded through the conservatory's 200-hour scholarship scheme.

- Recorded concerts, operated cameras and handled audio and video post-production for institutional productions.

SKILLS

Audio and DSP: Max MSP, RNBO, Pure Data, SuperCollider, real-time Digital Signal Processing (DSP)

Programming: Python, Java

Production and media: Waveform, DaVinci Resolve, TouchDesigner, Resolume Arena, Cinema 4D

Hardware and protocols: Arduino, Raspberry Pi, OBD-II, OSC, Google MediaPipe. Currently learning sensor integration and public-facing interactive installations

Languages: Italian (native), English (professional working proficiency)

AWARDS

- Honourable mention, *Fotografia in Sinfonia* composition competition (2026)
- Conservatorio Tartini award for graduating with 110/110 with honours (2025)