Alessandro Anglani - PORTFOLIO

Date and place of birth: 09/06/1992, Acqui Terme (AL), Italy
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Languages: Italian (mother tongue), English (fluent)
dialects Piemontese and Pugliese (good)
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Working experience:

Founder, CEO & Game Director of CHRONES. SRL | *2023 - today* | *Italy and Europe*

I run my own innovative start-up offering game design solutions and interactive live experiences, game production, video games and VR simulations with a focus on storytelling. I have managed the full production pipeline of 25+ R&D projects end-to-end, overseeing TRLs, deliverables, milestones and KPIs. Key responsibilities include defining roadmaps, timelines, budgets, suppliers, contract management and quality review. I coordinate and provide strategic direction to multidisciplinary teams (developers, performers, researchers, designers, institutional stakeholders). I handle operational planning using Gantt and WBS, risk management, compliance, audit and governance, as well as technical and administrative reporting for international grants (MISE, Lazio, Puglia, Lombardia, EU). I adopt AGILE methodologies (Scrum, Kanban) for software and XR production, using tools such as Jira, Trello, ClickUp and Miro.

Adjunct Professor | *a.y. 2023 - 2025* | *Milano*
at the State University of Milan

Didactic Laboratory 'Digital Contents and Interactive Narratives for Theatre' in the Music, Cultures, Media, Performance Course of Study. Subject Tutor for the course 'Multimedia Dramaturgy' by Prof. Anna Maria Monteverdi.

Designer and developer of SEPHIROT® | *2018 - today* | *World*

I created an Interactive Storytelling system that converts any story into a simulation scenario in which you can be the protagonist, merging Theatre and Game Design. Mentioned in the 'White Paper on Live Digital Entertainment in Italy', edited by Argano and Arcagni (2025). Winner of the Meditech prize for the Innovation Village Award (2025). Winner of 'MVP Factory' by Apply, Startup Italia, Radix, Nana Bianca with the support of the Ministry of Culture and Invitalia, in VR format (2025). Winner of 'COBO Tech Transfer' by the Municipality of Bologna, MIMIT, FSC, CTE COBO, in VR format (2025). Winner of "Life is Live" tender by Fondazione Cariplo and Smart Italia, in show format (2023 e 2024). Winner of LazioInnova's 'Boost Your Ideas' competition, in VR format (2023). Finalist in Start Cup Puglia and winner of the CETMA - Digital Transition special prize and SPRINTX - Impact Hub Bari special prize, in VR format (2023). Paper 'Sephirot - the Game: transition between representation and simulation': Connessioni Remote. Artivismo_Teatro_Tecnologia, n.3, 200-221 (2022); Presentations of SEPHIROT® case study: Journées d'Informatique Théâtrale - Université Paris 8 (2026), onLive campus of Torino Film Industry (2023), Intermediality in Theater & Performance sponsored panel of IFTR World Congress, Reykjavik (2022), ADV Gathering of Roma Europa Festival, Roma (2022) Italian Community Panel at V EASTAP Congress, Piccolo Teatro di Milano (2022). Winner of the call for

proposals ‘Support for innovative start-ups in the videogame sector’ by Istituto Luce Cinecittà and LazioInnova, in VR format (2022). Finalist at the Biennale College Blend (2026) and semi-finalist project at the Biennale College Teatro - Directors Under 30 (2019 and 2020).

Lecturer and Trainer in Digital Transition, Gamification and Videogames | *2024 - today* | *Italy*

Through synchronous and asynchronous workshops, in collaboration with Accademia di Belle Arti di Lecce, Fondazione Golinelli, Howay Srl, Sciara Progetti, Retablo ETS, I was able to launch training courses on ICC 4.0, Enabling Technologies, Metaverse, AI, Interactive Storytelling, AR VR MR, Videogames creation and Gamification thanks to Digital Education Hub EDUNEXT, the Next Generation EU Fund, the Italian National Recovery and Resilience Plan and the PR Lombardia FSE+ 2021 2027.

Freelance actor, performer, director and author | *2011 - today* | *World*

In theatre, film, radio and advertising, national and international productions (see Artistic Curriculum). Use and creation of dynamic projections using videomapping programmes (ISADORA). Coordination and administration in association work. Founder of ADV - Arti Digitali dal Vivo, a transdisciplinary group of academics, researchers and artists investigating technological studies in the performing arts (2022). Creator of the workshop ‘Let “em feel your presence”, focusing on proprioception and digital identity, at the Watermill Center, NY (2019).

Author of educational / training / coaching / networking / empowering / entertainment formats | *2022 - today* | *Italy*

“DNA: Decipher, Narrate, Act” (2025): investigative workshop format for students that combines forensic science, storytelling and design thinking. An interactive investigation to solve a mysterious disappearance case, analysing real genetic data and reconstructing motives, clues and narratives. *“Match Mixer”* (2024): format for trade fairs and live events where stakeholders, investors, business angels or even lucky visitors can meet with start-ups, companies and entrepreneurs in a fun and effective way, echoing the pattern of blind dates. *“NOVA”* (2022): the first project in Italy for the development of formats in the performing arts through a competition for innovation.

Researcher at the University of Turin | *2021 - 2022* | *Torino*

Assignee of the DoppioGioco Project for the University of Turin - StudiumLab - Officine Sintetiche (2021). Grant ‘Realisation of an interactive storytelling system on a web platform for the MoVITo project’ to raise awareness on wild bees (2022).

Freelance Developer and Game Design | *2020 - 2026* | *Italy*

B2B. Gamification (corporate, museum, applied games, role-playing games), Unreal and Unity Engine, VR/AR/XR, Roblox, Scratch. Winner of the competition “Bellezza e legalità per una Puglia libera dalle mafie” (2021); winner of the competition Bellezza e legalità per una Puglia libera dalle mafie for the project ‘La via Francigena del Sud’ (2022).

Freelance Programmer, Web Designer, SMM | *2014 - 2026* | *World*

B2B and B2C. Communication for public figures, cool-hunting, staging guerrilla marketing, relationship marketing, storytelling, creativity, intermediation, client sourcing, SEO, blogging, Facebook and Instagram ads, web analytics, use of AI DALL-E, Midjourney, Stable Diffusion, fundraising via crowdfunding platforms.

Qualifications:

Master's Degree in Computer Science

2026 - Università degli Studi di Milano

Artificial Intelligence & Machine Learning: intelligent agents, search and planning, probabilistic reasoning, statistical methods for ML, reinforcement learning, affective and cognitive models for human–AI interaction; Data, Risk & Security: quantitative risk modelling, decision-making under uncertainty, GDPR-compliant data governance, privacy-preserving data publishing, biometric recognition algorithms and secure authentication; Business & Information Systems: value of information, process analytics, process mining, knowledge uplift models, IS governance and failure analysis, digital transformation and enterprise architectures; Multimedia, XR & Game Technologies: real-time 3D graphics, multimedia systems architectures, interaction models and usability, AI techniques in modern game engines, pathfinding and behaviour trees, design and development of scalable online multiplayer games and networked architectures. Master's Degree thesis: "Active Inference for affective and narrative interaction: SEPHIROT® as a computational framework for human-AI co-creation".

English proficiency certificate (C1) Master's degree in Computer Science

2025 - Università Statale di Milano

Grammar, vocabulary and practice of specific language in the field of IT, English for Business C1 ADVANCED (CAE), provided by the SLAM department of the University of Milan.

Level I Master's Degree 'Game Design for the valorisation of territory and cultural heritage'

2023 - Università degli Studi di Camerino

History and theory of video games, Game studies and analysis of video game language, Screenplay and Design Thinking for video games, Game Design, Narrative Design, Location Scouting, Historical Storytelling, Interactive Museums, Object-Oriented and Event-Based Programming, Unity Engine, Software Project Management, Artificial Intelligence and Machine Learning, Mobile Gaming, UX and UI, Virtual Reality, Videogame Security, Edutainment.

Proficiency Course Degree for Actors

2017 - Scuola di Teatro di Bologna Alessandra Galante Garrone

Theatrical, film and radio acting, movement analysis and technique, mime and pantomime, dance, choreography, biomechanics, dance-theatre, Laban method, voice, diction and phonetics, singing (vocal weaving: Baritenore), sheet music work, improvisation techniques, theatrical masks (Lecoq, Decroux), Commedia dell'Arte, clowns, stage composition, chorus and chorality, acrobatics and aerial technique (fabrics, hoop, trapeze), public speaking, organisation and promotion of events, art, performance. Knowledge of sung solfeggio. Musical instruments: guitar, flute, percussion.

Computer Science and Digital Communication Degree

2014 - Università di Bari A. Moro

Algorithms and data structures, use and design of Relational DB, Languages and markup (Xhtml, HTML5, Apache, MySql, PHP, Javascript, Java, C, C++, C#, Python, Assembly) Web 2. 0 with open source tools and on advanced CMS (Joomla, Wordpress), Windows Office applications, Computer Graphics, editorial applications, video authoring & editing, development and enhancement of the graphical user interface of a site or programme, social media marketing and management, communication strategy, security and IT law, discrete mathematics and mathematical analysis, physics of the elements, Human-Machine Interaction, Intelligent Systems for Digital Communication, Psychology of Communication. Degree thesis in Psychology of Digital Communication 'Culture 2.0: Prospects for the communicative enhancement of a cultural event in Apulia'.

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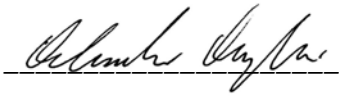


Alessandro Anglani - ARTISTIC PORTFOLIO

THEATER:

Year	*Show/Production*	*Directed by/Production*	*Role*
2025-2026	*SEPHIROT®:* Crime Edition	Alessandro Anglani, CHRONES.	Author, Director, Actor
2024	*SEPHIROT®:* Soda	Alessandro Anglani, CHRONES.	Author, Director, Visual
2020-2024	Il Colloquio	Teatro Kismet, Associazione Malalingua	Actor
2023	*SEPHIROT®:* Marino	Alessandro Anglani, CHRONES.	Author, Director, Visual
2022-2023	*SEPHIROT®:* La Volpe e il Corvo	Alessandro Anglani, CHRONES.	Author, Director, Visual
2023	Seagull Dreams	Irina Brook, Teatro Biondo Palermo	Author, Assistant Director
2022	*SEPHIROT®:* L'Aquila e la Volpe	Alessandro Anglani, CHRONES.	Author, Director, Visual
2022	*SEPHIROT®:* Cyrano (uno studio)	Alessandro Anglani, CHRONES.	Author, Director, Visual
2021-2022	*SEPHIROT®:* Il Soldatino di Stagno	Alessandro Anglani, CHRONES.	Author, Director, Visual
2018-2021	Oedipus Rex	Robert Wilson, Change Performing Arts	Performer, Voiceover
2021	Else or the January Blues	Andolina, Anglani, Dietzel	Visual
2020	*SEPHIROT®:* Montecchi e Capuleti	Alessandro Anglani, CHRONES.	Author, Director, Visual
2019	Correspondences	LEIMAY, Ximena Garnica e Shige Moriya	Performer
2019	Woman on the phone	CocoRosie, Bianca Casady	Performer
2019	*SEPHIROT®:* Eliogabalo	Alessandro Anglani, CHRONES.	Author, Director, Visual
2019	#Dasvidanya	Alessandro Anglani	Director, Visual, Actor
2017	Sogno di una notte di mezza estate	Lorenzo Salveti	Actor
2017	Zio Vanja	Roberto Marafante	Assistant Director
2017	Le mie amiche Ana e Mia	Teresa Pasquini	Assistant Director
2017	Aspetta te stesso	Carlo Dilonardo	Actor
2017	L'anima buona del Sezuan	Renata Palminiello	Actor
2016	Un Sogno	Walter Pagliaro	Actor
2015	Elektra	Guy Joosten, Lothar Zagrosek	Mime
2015	Il suono giallo	Franco Ripa di Meana, Marco Angius	Performer
2015	Santo Genet	Armando Punzo	Mime
2011	Il Castello	Giorgio Barberio Corsetti	Mime

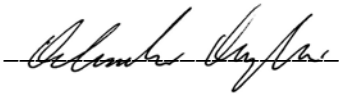
VIDEO:

Year	*Film*	*Directed by/Production*	*Role*
2024	Conad Istituzionale *(spot)*	The Box Films	Actor
2022	Idealista *(spot)*	Gibbo&Lori, Alessio Lauria, The BigMama	Actor
2019	Red Baggage *(film)*	Christiano Evans, Roberto Russo	Actor
2018	Il Capolavoro *(corto)*	Francesco Verdi, Marcello Italia	Actor
2018	Sensi *(corto)*	Fabrizio Eftekhari	Actor
2018	The Screenplay *(corto)*	Sara d'Ottavio - KINOvarco	Actor

AUDIO:

Year	*Production*	*Authors / Producers*	*Role*
2023	I mari segreti della Puglia	Dario Cannizzaro, Luca Melchionna, Audio Machineria, Brand&Soda	Voiceover
2023	Podcast Squarci di Storia - Il Gigante di Padova	Massimo Manzo	Voiceover
2023	Podcast Squarci di Storia - La Disfida di Barletta	Massimo Manzo	Voiceover
2018	Conception – la genesi della perfezione	Eugene Pitch	Audiobook narrator
2013	Mattinatissima	RadioSV Television	Speaker

Education:

International Summer Program *2019 - Watermill Center, NY*	with Robert Wilson, Philiph Glass, Lucinda Childs, Godfrey Reggio, Jennifer Koh, Penny Arcade, Isabella Rossellini, Eddie Peake, Meg Harper.
From Dramaturgy to the Algorithm. Theater and Complex Systems. *2018/19 - Artisti Riuniti*	with Pietro Maccarinelli, Guido Chiarotti, Max De Carolis, Mario Sesti, Luca De Dominicis, Luca Fornari, Carlo Longo, Marco Malvaldi, Maria Teresa Pizza, Andrea Tacchella.
Workshop "KISS" *2018 - 46° Biennale College Teatro*	with Jakop Ahlbom.
Dubbing lessons *2018 - Fono Roma*	with Gianluca Crisafi, Davide Lepore.
Master for Actors "Intersections and new languages: Theater, music, circus" *2016/17 - Scuola di Teatro di Bologna Alessandra Galante Garrone*	with Cesar Brie, Vittorio Franceschi, Mario Gonzalez, Walter Pagliaro, Renata Palminiello, Ariadna Gilabert Corominas, Eric Stieffatre.
Dramaturgy Workshop "Leggende d'oro: le vite dei santi"	with Laura Curino. *2017 - 10° ed. Napoli Teatro Festival*
Workshop "Guida pratica per attori 'non bravi'" *2017 - Teatro PIMOFF*	with Milena Costanzo, Camilla Barbarito, Filippo Monico, Francesco Pennacchia.
Workshop "1984 – Think different" *2016 - 44° Biennale College Teatro*	with Fabrice Murgia.
Proficiency Course for Actors *2014/16 - Scuola di Teatro di Bologna Alessandra Galante Garrone*	with Vittorio Franceschi, Marco Cavicchioli, Claudia Busi, Renata Palminiello, Paolo Benedetti, Massimo Marino, André Casaca, Gabriele Tesauri, Valentina Franchino, Valentino Corvino, Giacomo Sacenti.
Workshop "Dirigere gli attori su un set cinematografico" *2015 - Cineteca di Bologna*	with Giovanni Veronesi.
Workshop "Apulia Musical 2013" *2013 - Comune di Palagianello*	with Lena Biolcati, Stefano Bontempi, Gillian Bruce, Giancarlo Capito, Silvia Di Stefano e Andrea Verzicco.

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