

*Bruna Guarnieri** [She/Her] - Curriculum Vitae

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*I am a trans woman. My legal documents list my name as Marco Colasso, but please refer to me as Bruna for all non-legal purposes.

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PROFESSIONAL SUMMARY

Innovative entrepreneur with over 25 years of experience in the music industry and transdisciplinary projects. My academic background in Sound Design and Engineering laid the foundation for a career marked by innovation and collaboration. I have contributed to over 100 custom product designs, taking on multiple roles in the development of large-scale installations across America and Europe. In recent years, I have focused on researching, prototyping, and developing products aimed at disrupting traditional music industry models to empower artists, developers, and audiences.

My work has been recognized on notable platforms such as the 2021 AI and Music S+T+ARTS Festival Hackathon. I have also made significant contributions to the experience, sound design, and development of the Uruguayan Pavilion at the Venice Architecture Biennale in both 2021 and 2018, as well as the Uruguayan and Chilean Pavilions at the Milan Expo 2015. As one of the driving forces behind artist-run initiatives like Head Brothers, Exoplanetas, and Aventures Sonores, I have nurtured creative spaces for human connection, aiming for a balanced interaction between humans and technology within the landscape.

SKILLS

Entrepreneurship & Leadership

Currently founder and developer of Maar World Records, previously Aventures Sonores, Head Brothers, and Exoplanetas, with music as the core of every project. Extensive experience in project management, team leadership, and guiding innovative, cross-disciplinary projects from concept to execution. Ability to inspire and manage transdisciplinary teams, fostering creativity and collaboration.

Communication and Presentation Skills

Competent in crafting pitches for research, products, and experiences for a broad spectrum of stakeholders through both traditional presentations and creative methodologies. Oriented towards fostering collaboration and driving consensus among diverse groups, enhancing teamwork and project outcomes.

Project & Product Management

Experienced in resource planning, scheduling, and evaluation. Advanced user of project management tools including ClickUp, Miro, GSuite, and Apple ecosystem tools.

Blockchain & Digital Distribution

Experienced in utilizing blockchain for secure music distribution, smart contracts, and ownership transparency. Knowledgeable in NFT platform integration, supporting a seamless approach to managing digital and physical music assets.

Music Production, Sound Design, and Live Performance

Knowledgeable in live music performances, I bring over 25 years of on-stage experience, specializing in performance with new interfaces for musical expression- Expert in linear and non-linear sound design for installations, video games, videos, and interactive experiences. Extensive experience in multichannel, spatial, and generative soundscapes that elevate audience engagement.

Software Development and Programming

Expert in Max MSP Jitter, and RNBO for Web Audio. Advanced in p5.js, JavaScript, and Visual Studio Code. Intermediate in Terminal, HTML, Java, CSS, Ruby, Jekyll, Node.js, MongoDB, Supabase, DigitalOcean, and GitHub Repositories. Understanding of ML, Neural Synthesis, DSP, GUI, OSC, MIDI, TCP/UDP, and Websockets, with architectural knowledge. Basic knowledge in Python and C/C++.

Languages

Native Spanish. Expert English

EXPERIENCE

Maar World, Founder - 2021 – Present

Innovative Music Distribution: Developed the first ENT Cards album release, integrating physical and blockchain technologies to create interactive musical releases.

Platform Development: Engineering a multifaceted website featuring interactive music players, an online store for physical and digital collectibles. Based on feedback from a select group, the project is now in redevelopment. The next phase will enable users to create custom music players and release their own music in an interactive format, aligning with the mission of empowering artists and creators beyond traditional power structures.

Educational Initiatives: Currently developing the Orbital musical co-creation workshop, we use meta-instruments that combine features of various traditional and contemporary instruments into a single and simple interface.

Head Brothers, Co-Founder (2014 - 2021)

I co-directed a **Experience Design Studio** based in Montevideo, successfully delivering over 70 projects. Our portfolio boasts immersive art and technology experiences, with standout projects featured at prestigious venues like the Venice Biennale (2021, 2019), London Fashion Week (2019), and within the Exoplanetas community in Uruguay. We meticulously managed all phases — from conception through design and development — of dozens of projects. These projects often required custom hardware and software solutions to create unique experiences for diverse audiences worldwide.

Novel Music Technologies Design and Development (2009-Present)

Interplanetary Players Web: Independent design and development of web music players and interactive radio influenced by the motion of real exoplanets, facilitating unique interactions with the users.

Interplanetary Players Desktop: Independent Software and Hardware prototyping of a meta-musical instrument conceived as the evolution of CDJs, designed to play hybrid sets (live+dj) facilitating unique interactions of Traktor with AI driven Generative music for system, to be controlled by dj's, musicians, dancers, and even data tracked from the audiences.

Independent design and development of **Quad**, a realtime soundscape generator for tabletop surfaces, based on field recordings of the Uruguay River.

Design and Research for CITA, Mapping and sound synthesis for Arcontinuo, creating innovative electronic musical instruments and exploring music interaction through projects like "Generating Music from Flocking Dynamics" integrating advanced programming for artistic expression.

Freelance Sound Engineer (2005 - Present)

Eighteen years of experience across a broad spectrum of sound engineering disciplines, from live sound to custom audio hardware and software design and development. Notable contributions include sound engineering for the Araucania Pavilion and experience design and management for the Uruguay Pavilion Experience at Expo Milan 2015.

EDUCATION

- **Max/MSP Certificate Program**, Harvestworks Digital Media Arts Center, New York, 2019.
- **Inside the Music & Video Tech Industry**, Kadenze. Real Industry, Online, 2016.
- **Electronic Lutherie Diploma**, Universidad Católica de Chile, Santiago de Chile, 2012.
- **MA, Sound Engineering**, DuocUC Universidad Católica de Chile, Santiago de Chile, 2007-2012.
- **Sound Design Technology**, Universidad ORT, Montevideo, 2004-2005.

AWARDS

- ★ **Educational Hack Hackathon Winner**, AI and Music S+T+ARTS Festival, Barcelona, 2021. Developed a machine learning-driven musical instrument for collective creation. Sponsored by S+T+ARTS, SÓNAR, and Ableton.
- ★ **Grant Recipient**, FECCA - National Fund for Training and Artistic Creation, 2018. For the development of the Limbic Sound Generator in New York. Supported by MEC National Cultural Directorate, Uruguay, UNESCO.
- ★ **Grant Recipient**, High Training Workshops for Professionals in Sound and Interaction, National Institute of Performing Arts, Montevideo, Uruguay, 2015.
- ★ **National Music Award**, "Soundscapes from the Río Uruguay", MEC National Cultural Directorate, Montevideo, Uruguay, 2012.
- ★ **First Place**, Blackout, Because, Music Category, Infoart and WEYA, Montevideo, Uruguay and Nottingham, UK, 2012.
- ★ **Best Final Project**, Quad Soundscape Generator, Duoc UC, Santiago de Chile, Chile, 2011.
- ★ **First Place**, Alta Fidelidad Remix Contest, Duoc UC, Santiago de Chile, Chile, 2008.