



Manuele Veggi

Born in Alessandria (AL), Italy on 09/07/1999

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“ *PhD Candidate focusing on Interaction Media Design and AI for the exploitation and understanding of Cultural Heritage* ”



Digital Skills

Coding

- **Python** (pandas, matplotlib, folium, seaborn; querying in **SQL** and **SPARQL**)
 - **Deep Learning** (DeepLearning.AI Specialization)
- **C#** (Unity Junior Programmer Pathway)
- **R** (descriptive, analytical / inferential statistics and visualizations with **ggplot**)

Web Development & Semantic Web

- **HTML, CSS, JS**; use of main libraries: Bootstrap, JQuery, Visualization tools (Leaflet, Google Charts)
- Management and creation of **Linked Open Data** (LOD)
- **Ontology Engineering** and management with Protégé

Game Engines

- **Unity** (Unity VR Dev. Pathway)
- Independent user of **Unreal Engine 5**

UX and Interaction Design

- Definition of personas, preparation of design briefs, prototyping and evaluation
- Working knowledge of **Figma**

Other skills

- Fundamentals of the framework **ATON** (CNR)
- Essential knowledge of 3D acquisition (**photogrammetry**) and modelling (**Blender, Gaea**)
- **Text Encoding** with XML/TEI; XPath, XSLT, XQuery
- Digital Literacy (ECDL Certificate, 2015)

Language Skills

Italian: mother tongue

CEDILS - Certificate for Didactics of Italian language (12.2021)

English: C1+

TOEFL iBT: 106/120 (2023)

German: C1+

Goethe Zertifikat C1 (2017);

Course C2, Goethe Zentrum Bologna (02/2022)

French: C1

DALF C1 (11.2021)

Spanish: B1

Course at CLA UniBo (10.-12.2021)

Education

PhD Candidate in Digital Transition for Heritage

National PhD in Heritage Science, University La Sapienza - Rome [11.2023 -]

- Scholarship funded by Italian National Research Council, Institute of Heritage Science (**CNR - ISPC**)

EQF 8 Level Degree in HSS (Digital Art History)

Alma Mater Studiorum, University of Bologna [2021 - 05.2024]

- Interdisciplinary curriculum at two honour schools: **Ca' Foscari International College** and **Collegio Superiore - Istituto di Studi Superiori**
- Thesis in **Ontology Engineering for Digital Art History**, Supervisor: prof. Iannucci; Co-supervisor: prof. Peroni

MA in Digital Humanities and Digital Knowledge

Alma Mater Studiorum, University of Bologna [2021 - 2023]

- Final mark: 110/110 cum laude
- Thesis in **Interaction Media Design**, Supervisor: Prof. Pescarin. Thesis preparation abroad at **EPFL**

Visiting Student

École Polytechnique Fédérale de Lausanne (EPFL) [04. - 06. 2023]

- Preparation of the Master thesis abroad at **Laboratory for Experimental Museology (eM+)**, supervisor: Prof. Kenderdine

BA in Humanities

Ca' Foscari University of Venice [2018 - 2021]

- Final mark: 110/110 cum laude
- Final Thesis in Contemporary Literature and single courses in **History of Art**

Relevant work experiences

CNR - Institute of Heritage Science (ISPC)

- **Research Collaborator** [04.2024 - 06.2024]: Reconstruction of the Brancacci Chapel through digital art-historical methods and communication to the public with interactive media (design and testing)

Villa Vigoni - German-Italian Centre for European Dialogue

- **Editorial and Research Assistant** [12.2020 - ...]: Collaboration with Villa Vigoni Editore | Verlag and Department of Research and Projects. Support in draft revision, translation (DE, IT, EN), event organization
- **Internship** [09. - 11.2020]: at the Scientific and Communication Department

Fondazione Federico Zeri - Bologna

- **Internship** [01. - 03.2023]: Ontology Engineering in art-historical domain; web development, wireframing and storytelling (information visualization).

Projects

Fifteen projects* developed during the master degree, among which:

- **MyTISSE**: design and testing of a first UX prototype on sense of care in cultural institution. Demo built in Unity and data analysis and visualization in Python
- **ZAMO**: Art Market Ontology starting from the collection of the Zeri Foundation
- **Rudimentum Novitiorum Map** (with EPFL - eM+) immersive 3D environment based on a medieval map using Unreal Engine 5
- **ProvokArt**: prototype for automatic speech recognition in a VR art gallery for Oculus Meta HMD using Unity
- **Transfigurae** (with Fondazione Zeri): web visualization and storytelling project on the journey of Byzantine iconographic models

Prizes

- **Prize for outstanding academic performances**, Venice International University [Fall Semester 2020]
- **Best student of the Degree Course**, Ca' Foscari University [a.y. 2018 - 2019]

Other experiences

- **AIUCD Annual Conference 2023**, attendance funded by scholarship of University of Bologna [06.2023]
- **XR&AI Summer School**, CNR - ISPC, XRSalento et al. [09.2022]
- **ArchiVe Online Academy**, Fondazione Cini [06.2022]
- **Venice International University**, courses in digital scholarly editing, anthropology, comparative literature, [Fall semesters 2019 and 2020]
- **Ca' Foscari - Harvard Summer School**, courses in environmental humanities, comparative literature, [06. - 07.2019]
- Member of **AIUCD** (2021 - ...) and **ICOM** (2022 - ...)

Galleria dell'Accademia - Florence

- **External Collaborator** [07.2022] for the chatbot "Chatta col David"
- **Internship** [07.2021 - 08.2021]: visitor survey, data collection, elaboration and visualisation; data labeller for the chatbot "Chatta col David"; translation from German to Italian

Publications



See updated list of publication on [Iris](#)

- Veggi, M and S. Pescarin (2024), "Participatory Experiences as a New Way to Access Conservation Data in Museum Contexts", In A. Pizzo, G. Giannacchi, and L. G. Monda, *Proceedings of the DRHA2023 Conference in Turin, Mimesis Journal* (accepted).
 - Veggi, M and S. Pescarin (2024), "Creative engagement and meaning creation: a first experimental protocol on interactive cultural experiences for conservation data". In *Digital Applications in Archaeology and Cultural Heritage*, 32, <https://doi.org/10.1016/j.daach.2024.e00321>.
 - Mambelli, F. and M. Veggi (2023), "Modelling The Art Market in The Semantic Web. A Preliminary Analysis". In *Umanistica Digitale*, 7(16), <https://doi.org/10.6092/issn.2532-8816/17208>.
 - Veggi, M. (2023), "Interaction Design as Catalyzer of Creative and Interpretative Praxes in Museum Context". In A. Bucciero, B. Fanini, H. Graf, S. Pescarin, and S. Rizvic (eds.), *Eurographics Workshop on Graphics and Cultural Heritage. The Eurographics Association*, <https://doi.org/10.2312/gch.20231154>.
 - Rinaldi, F and M. Veggi (2022), "Not even more than a shadow. A data-driven approach to stylistic Cubism and Symbolism in «Tender Buttons» by Gertrude Stein". In F. Imperiale (ed.), *I Quaderni della Scuola Superiore ISUFI: Rete di Idee 2020 - Atti del Convegno di Lecce del 22-24 Aprile 2021*. Lecce: Pensa Multimedia.
 - Veggi, M. (2022), "Neue Strategien und Metaphern vom 'Semantic Web' in der Definition der europäischen kulturellen Identität", L.I.S.A. Wissenschaftsportal, Gerda Henkel Stiftung.
 - Veggi, M. et al. (2022), "L'Europa: 'espressione geografica' o 'social catena'?", in D. Biehl and M. Scotto (eds), *Alla ricerca dell'Europa. Tra geografia, comunità e diritto*, Villa Vigoni Editore | Verlag.
 - Veggi, M. (2019), "Società liquida e post-moderno secondo Eco", in G.L. Ferraris, S. Martinotti, and G. Ratti (eds.), *Sulle spalle di Umberto: Testimonianze alessandrine di/su/per Umberto Eco*, Edizioni dall'Orso
- ## Conferences
- Pescarin S. and Veggi M. (Sep. 2023), *Participatory experiences as a new way to access conservation data in museum contexts*, **DRHA 2023, Università di Torino**.
 - Veggi, M. (Sep. 2023), *Interaction design as catalyzer of creative and interpretative praxes in museum context*, **21st EUROGRAPHICS Workshop on Graphics and Cultural Heritage**, Lecce.