

Federico Anselmi

14/06/1995

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NewImages, Paris, France

Head of Industry & Talent

Oct 2025 – Present

- Co-design and coordinate the professional program (XR Market, conferences, workshops, foreign delegations) with senior management and the monitoring committee
- Organize calls for projects, juries, and professional selections
- Run the annual XR hub: training, meetings, residencies, mentoring
- Develop and maintain relationships with international networks, incubators, etc.
- Welcome professionals and manage accreditations
- Actively promote NewImages and participate in communications

XR4Europe, Brussels, Belgium

Project and Community Manager

Mar 2024 – Oct 2025

- Engagement with professionals and organizations within the XR4Europe's association.
- Coordinate and oversee together with the Managing Director, the planning and execution of industry events.
- Conduct comprehensive research to map out the landscape of the XR industry in Europe.
- Craft social media communications and newsletters to enhance the organization's visibility and engagement within the industry.

International Film Festival Rotterdam, Rotterdam, Netherlands

IFFR Pro Immersive – Producer

Dec 2023 – Sep 2025

- Making sure all project information is coordinated and ready for publication in the CineMart project Guide
- Arranging hospitality & accreditation for Immersive projects with support of the guest team
- Producing the CineMart and Darkroom spotlight presentations, Awards ceremony and prepping the moderator & mentors in collaboration with production and CineMart coordinator
- Coordinating all IFFR Pro content needs (slides, banners, presentations), acting as main contact for Traffic coordinator

IFFR Pro Hub – Producer

Dec 2022 – Feb 2023

- Setting and confirming of Pro-Mentor meetings in Fiona (IFFR database)
- Helping to prepare the roundtables meetings (Pro Encounters) for filmmakers with decision makers
- Receiving P&I Screening reports from the Box Office and sending them to rights holders.

VRDays Europe, Rotterdam, Netherlands

IMPULSE Funding Market – Coordinator

July 2024 – Sep 2025

- Coordinate contacts, reach out, follow up, and invitations to the event of decision-makers and selected projects' representatives with support from VRDays team.
- Create the IMPULSE Funding Market Programme for both Decision Makers and Attendees including pitches, one-to-one meetings, workshops and networking drinks to be held during the event.
- Lead IMPULSE production in coordination with VRDays Head of Production.
- Collection of the required materials for the Impulse website, structured in collaboration with the marketing team.

IMPULSE Content Creation – Producer

Oct 2022 – July 2024

- Reaching out to the VRDay's Europe network to select a group of Decision Makers.
- Being the first point of communication for both the selected projects and the Decision Makers.
- Produce the pitching sessions, 1 to 1 meetings, panels, and keynotes/workshop sessions during the event.

La Biennale di Venezia, Venezia, Italy

Venice International Film Festival - Venice Immersive Section Coordinator

May 2021 – Sep 2023

- Management of contacts with the invited projects, collection of the required materials (catalogue materials, project builds, etc.) and communications relating to the presentation of the selected projects on the Venice Immersive Island.
- Supervision and coordination of all the communications related to the Venice Immersive section between the XR projects selected, partners, stakeholders, and all the offices of La Biennale di Venezia.
- Designing the Venice Immersive ticketing schedule for each selected project and installation, while taking into consideration technical breaks, docent intervals, and the specific needs of the creators, all aligned with the guidelines of the Venice International Film Festival's policies.

Freelance Immersive Technologist & Sound Designer

Capitale Cultura, Mantova, Italy, 2023 – 2024

Hybrid Reality, Padova, Italy, 2021 – 2022

Digital Mosaik, Rovereto, Italy, 2020 – 2022

Education

MA degree, Virtual Reality

University of the Arts of London (UAL) 2018 – 2019

Design immersive experiences, XR project management and production, Sound Spatialization, Basic Coding C#

BA degree, Multimedia Arts

University of the Arts Venice (IUAV) 2014 – 2017

Visual Arts, 3D Modelling and Animation, Photography, Performing Arts, Video Interaction

Languages

Italian – Native

English – Advanced C1

French – Basic A2

