



Davide Vannuccini

Sound Designer/ Composer

Profile

Passionate about non-linearity and interactions.

Sound designer and composer with 8+ years of experience creating audio for advertising, short-movies, theater, live performances. Recently moved to game audio after 3 years of training and related studies.

Employment History

Sound Designer/Composer at Codev Games, Italy

January 2018 — January 2019

Composing and creating assets for indie games.

Sound Designer at AIV-Accademia Italiana Videogiochi, Rome

September 2017 — March 2018

Creating audio assets and foley recording for the game: "Trial of Might".

Sound Designer/Composer at Marchi Film, Italy

June 2019 — Present

Recording, creating sfx, mixing and composing music for various commercial, collaborating also with "Trenitalia" and "Aelis Couture" (Paris Fashion Week 2019).

Sound Designer/Composer at Francesco Faralli Videomaker, Italy

2013 — 2013

Short-movie commercial "Le radici del Futuro".

Education

Master's degree in "Music for Videogames", Conservatory of Music "Santa Cecilia", Rome

January 2017 — September 2018

- Music composition
- Sound Design
- Sound Synthesis
- Unreal Engine/Unity3d
- Fmod/Wwise
- Audio Post-production
- Virtual orchestration

Bachelor's degree in "Saxophone", Conservatory of Music "Luigi Cherubini", Florence

March 2020 — March 2020

- Saxophone
- Music Theory

Courses

Game Audio: sound design for videogames, BigBiz Hub

November 2018

Sound Technician/Hybrid Mixing, Fuseroom Studio

January 2013

Details

Strada per Chianciano, 14,
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Links

www.davidevannuccini.com

Skills

Sound Design

Music Composition

Cockos Reaper

Avid Pro Tools

Audiokinetic Wwise

Audio Recording

Audio Mixing

Ableton Live

Unity 3d

Unreal Engine

Game implementation

Languages

Italian

English

French