



GIORGIO VEZZINI

Sound Designer, Composer, Audio Programmer • • •

CONTACT

Location_ Milan, Italy - willing to relocate

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Skype_ GiorJedi

PORTFOLIO / LINKs



tinyurl.com/gvezzini



linkedin.com/in/giorgiovezzini/

SKILLS

Project Management / Programming / VFX / Data Analysis / Lateral Thinking / Game Design / Level Design /

SOFTWARE SKILLS

DAWs

Pro Tools



Sound Forge



REAPER



Nuendo/Cubase



Middlewares

Wwise



FMOD



Programming / Scripting

Unity C#



MAX/MSP



Other

Cinema 4d



JIRA



After Effects



MemoQ



INTERESTS

Sport / Comics / Music / TV Series / Cinema / Videogames / Travelling / Technology / Tea / Terry Pratchett / Pizza / LEDs / IOT / Boardgames

ABOUT ME

Nationality_ Italian

Sex_ male

Sound Design meets Programming with the mindset of Project Management. Born with the habit of making noises with whatever is around, surrounded at an early age with Consoles and Computers, from Atari to today's latest trend. If something doesn't exist, it's time to create or program it. Game designer of the boardgame FreeFall. Member of Mensa Italy: High IQ society.

EXPERIENCEs

2015 > Today

Project Manager @ Binari Sonori, a Keywords Studio (Milan) . Videogame Localisation
Project analysis, team briefing, budget estimation, resource allocation, script building

2013 > 2015

Senior Audio Project Lead @ Binari Sonori, a Keywords Studio (Milan) . Videogame Localisation
Sound Design, Pre/Post Production, Recording, ADR, Mixing, Mastering

2008 > 2013

Audio Project Lead @ Binari Sonori, a Keywords Studio (Milan) . Videogame Localisation
Sound Design, Pre/Post Production, Recording, ADR, Mixing, Mastering

Binari Sonori Clients / Projects examples:

Konami PES 2014 . Sound Design stadium arabian chants

Microsoft

Time Warner

RIOT Games

Electronic Arts

Milestone

Activision Blizzard King

2015 > Today

Founder @ uClead Studio (formerly World of Twilights Studio)

uClead Studio Clients / Projects examples:

VIDEOGAMES

Unreleased The Adventures of Captain Potatoe . Composer, Sound Designer

Quark Studio Mating Call . Composer, Sound Designer

Brainwave Studio My Better Half . Composer, Sound Designer

TV, FILMs & MEDIA

National TV "Chi l'ha visto?" . Composer, Mix

DVD Gazzetta dello Sport "Ayrton Senna" . Composer, Mix

MOVIE "Il Fondo Bianco" . Composer, Field Recordist, Mix

MOVIE "Fenix" . Foley, Sound Designer

SHORT FILM "Behind Elsewhere" . Foley, ADR, Sound Design, Composer, Mix
Los Angeles Movie Award Winner - Best Original Score



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SETUP

MAIN PC

CPU # Intel Xeon E5-1650 3.5 GHz

RAM # 128 GB

VIDEO # NVidia GTX 1080

STORAGE # 2,5 TB SSD + 8 TB HDD

SLAVE PC

CPU # Intel i7 2.3 GHz

RAM # 12 GB

VIDEO # Integrated

STORAGE # 512 GB SSD + 6 TB HDD

LAPTOP PC

CPU # Intel i7 2.5 GHz

RAM # 32 GB

VIDEO # Nvidia GTX 800M

STORAGE # 1 TB SSD + 128 GB mSATA +
1,5 TB HDD

PLUG-INS

Waves / Melda Production /
VE Pro / Blue Cat / 2cAudio /
Exponential Audio / Plogue /
Native Instruments / iZotope /
Spectrasonics

SAMPLE LIBRARIES

Sound Ideas / Sound Morph /
Native Instruments / Spitfire Audio /
8Dio / Soundiron / Soniccouture /
Heavyocity / Cinematique Instruments /
Realitone / Tonehammer / Sonokinetic /
Twisted Tools

FIELD RECORDING

RECORDER # Fostex FR-LE 2
Tascam DR100 MKIII

PRE # Apogee Mini MP

MIC # Sennheiser MKH 416
Rode NT-2a

ACCESSORIES # Rode Boom Pole
Rode Wind shield

EDUCATION and CERTIFICATIONS

#2017

Wwise Certification 101, Wwise Certification 201 @ Audiokinetic
Executive Data Science Specialization @ John Hopkins University (MOOC)

#2015

Songwriting @ Berklee College (MOOC)

#2014

Masterclass with Marco Migliari @ Scuola di Alto Perfezionamento Musicale (Saluzzo)
Modern Guitar Jazz and Fusion Diploma @ Centro Professione Musica (Milan)

#2010

Master in Mastering @ Scuola di Alto Perfezionamento Musicale (Saluzzo)

#2008

Sound Engineering Diploma @ Scuola di Alto Perfezionamento Musicale (Saluzzo)

FUN STUFF and TRIVIA

- While working as sidekick for the localization Project Manager for a very famous AAA Title, I studied from scratch VBA and developed in one week a tool that managed to automate the tracking for assets deliveries, timings and wordcounts.

- While working in post-production on a AAA RPG game, one of the vendors delivered a truncated file. Because of the interpretation of the actor, there was no chance for a creative editing. I was working on a laptop with headphones. I plugged the headphones in the mic-input of the laptop and recorded the last part of the foreign language sentence by speaking in the headphones. No one ever noticed it.

- My voice is also featured in a AAA title where I'm yelling at the player using very very bad words (sorry mum!)

- My REAPER + VE Pro setup includes an iPad with a Lemur template that triggers self-made scripts that helps with my workflow. The orchestral template features more than 1000 tracks to compose without ever losing 1 minute loading samples.

LICENSEs

Driver License > B (Cars)

LANGUAGEs

Italian > mother tongue

English > Excellent