

# FEDE COTOGNINI

SOUND DESIGN - GAME AUDIO - FMOD, UNITY - AUDIO IMPLEMENTATION

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Berlin, Germany

## PROFILE

Technical-minded Sound Designer specialized in gameplay-reactive audio systems. Experienced in full pipeline delivery: SFX creation, mixing, and real-time integration using FMOD, Wwise, Unity, and C#. Strong understanding of player feedback, delivering audio that enhances tension, clarity, and responsiveness. Currently advancing skills in Wwise and Unreal Engine 5 for next-level adaptive audio.

## GAME PROJECT HIGHLIGHT

**Heartbeats** (2024) | Unity + FMOD  
Technical + Creative Sound Designer

- Owned full interactive audio pipeline as sole Sound Designer (concept to delivery).
- Produced & integrated 200+ optimized assets (SFX, ambiances, UI), ensuring low memory footprint and stable runtime performance.
- Implemented heartbeat acceleration system in FMOD with time-stretch without pitch shift to increase player tension.
- Collaborated daily with a 7-member team (designers, programmers, animators), iterating on audio during playtests and build cycles.

## TECHNICAL SKILLS

**Middleware:** FMOD, Wwise

**Game Engines:** Unity + C# scripting

**Audio Implementation:** RTPCs, States, adaptive/procedural systems

**Profiling & Debug:** Audio logic validation, optimization

**Tools:** Reaper, Pro Tools, Ableton Live

**Collaboration:** Agile / cross-discipline communication

**Languages:** Italian (Native), English (Fluent)

## WORK EXPERIENCE

**Freelance Sound Designer**

2022 - PRESENT

- Owned full interactive audio pipeline as sole sound designer
- Implemented adaptive systems in Unity using FMOD and C#
- Debugged audio behaviours and optimised runtime performance
- Designed handcrafted SFX aligned with game mechanics and tone
- Created granular and resampled textures for signature sounds
- Edited, mixed, and mastered assets for polished in-game delivery
- Integrated 200+ optimised sound assets across gameplay features
- Delivered assets on time with fast iteration in a remote workflow
- Managed version control and collaboration via GitHub and Fork

## EDUCATION AND CERTIFICATION

○	<b>BA (Hons) in Creative Audio Production &amp; Sound Engineering</b>	2018 - 2021
	Catalyst Institute for Creative Arts and Technology   Berlin, Germany	
○	<b>High Diploma in Drums &amp; Percussion</b>	2011 - 2016
	AMM – Accademia di Musica Moderna   Milan, Italy	
○	<b>C++ Programming for Beginners</b>	2025
○	<b>Foundational C# with Microsoft</b>	2025
○	<b>Advanced Audio Systems in FMOD Studio</b>	2023
○	<b>AAA Game Audio with Unreal Engine 5 &amp; Wwise</b>	2023
○	<b>Sound Design for Video Games</b>	2017
	Ecipar - Studio Arki   Certificate   Bologna, Italy	