

PROJECTS

Fede Cotognini

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THE TRAINING

DEVELOPED BY WEWERENERDS

YEAR : 2022

LOCATION : REMOTE

Game Overview

The Training is an arcade game that blends Arkanoid mechanics, baseball dynamics, and zen philosophy. It challenges players to master the art of pull and push while confronting their fears. With its fast-paced gameplay and vibrant 8-bit aesthetics, the game captures the spirit of classic arcades, drawing inspiration from the energetic style of Vlambeer Studio.

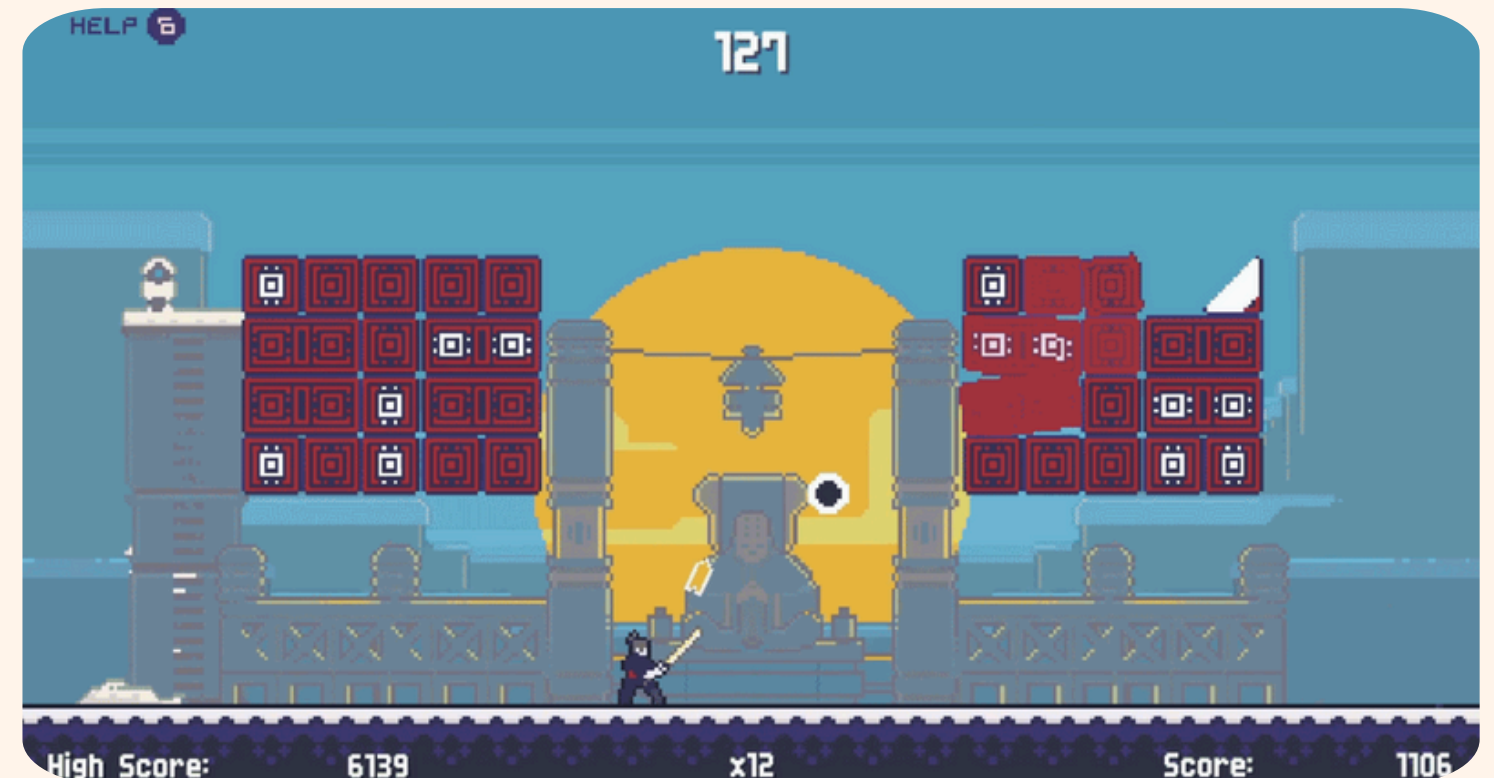
My role

In this project, I was primarily responsible for creating original **SFX**, ensuring they complemented the game's nostalgic **8-bit aesthetic**. I handled the **editing, mixing, and mastering** of all audio assets, organizing them into a structured **library** for efficient use. Additionally, I managed audio **documentation** and facilitated **brainstorming** sessions to define the game's sound philosophy and storytelling.

Links

[Play The Training](#)

[WeWereNerds](#)



AZERAMUS

DEVELOPED BY FIRST IMPACT STUDIO

YEAR : 2023

LOCATION : REMOTE

Game Overview

Azeramus is a narrative card game where you play as a card handler, containing threats seeping through Paramight. Each battle is unique, with changing rules, survive, escape, defend a city, or defuse a bomb! With Ten Effigies, cards aren't drawn but generated each round based on set rules.

My role

I joined the project as an external collaborator, working closely with programmers and character designers to shape the game's audio experience. My responsibilities included creating original **SFX**, handling **editing, mixing, and mastering**, and **implementing** audio through **FMOD**. I also contributed to the collaborative workflow using **GitHub**, ensuring smooth integration with the development team.

Links

[Play Azeramus](#)

[First Impact Studio](#)



HEARTBEATS

DEVELOPED BY FIRST IMPACT STUDIO

YEAR : 2024

LOCATION : REMOTE

Game Overview

Heartbeats is a twin-stick shooter where players battle intrusive thoughts embodied as relentless enemies. Music drives the tension, simulating a panic attack. With each heartbeat, the challenge intensifies in this fear-inspired experience.

My role

Heartbeats was my second collaboration with First Impact Studio. I was responsible for the **entire audio pipeline**, creating original **SFX** and **implementing** them using **FMOD**, **Unity**, and **C#** scripts. Working independently, I handled **sound design**, **editing**, **mixing**, and **mastering**. Additionally, I contributed to shaping the **game's artistic audio direction**.

Links

[Play Heartbeats](#)

[First Impact Studio](#)

