# MICHELE GRIMALDI

TECHNICAL SOUND DESIGNER

Hello, I'm Michele, a Technical Sound Designer and Audio Programmer deeply passionate about technology, audio, and gaming. With a background in EDM and IDM production, as well as studies in orchestration, music, and Sound design for cinema and video games, I specialize in crafting immersive sonic experiences for film, games, and interactive applications. I excel in creating spatialized soundscapes using Dolby Renderer in Nuendo, while also leveraging tools like Izotope Rx for post-production. Integrating Unreal Engine 5 with Visual Studio (or Wwise), I bring these experiences to life in video games. Proficient in programming languages like C++, C#, Python, Lua, Rust, SQL, and frameworks like JUCE, I develop advanced audio software and tools. Let my work speak to how I seamlessly blend art and technology

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☐ 3519761913
📅 Aug 2, 1990
🌐 Italy

## ⚙ SKILLS

programming   c++   python
sound design   music
electronic music   composition
unreal engine   blueprint
sound editing   mixing
izotope rx   oop

## 🌐 LANGUAGES

**English**
Intermediate

## ⎇ EXPERIENCE

**OCT 2015 – NOV 2015**
**FREELANCE SOUND ENGINEER**
Ultraradio. Barletta, Italy
• Strong understanding of sound mixing and editing software.
• Experience working with various musical genres and artists.
• Collaborated with producers and artists to achieve desired sound quality.

**MAR 2014 – SEP 2016**
**DJ**
Iberostar Group. Crete, Greece
• Collaborated with event planners and coordinators to ensure seamless transitions and a lively atmosphere.

**JUN 2021 – OCT 2021**
**SOUND ENGINEER**
Check Sound Service. Andria, Italy
• Worked as a Live Sound Engineer for a music venue, setting up equipment and mixing sound for live performances.
• Troubleshooted technical issues with audio equipment and made necessary repairs or adjustments.

**JUL 2022 – OCT 2022**
**FREELANCE SOUND ENGINEER**
AudioOne. Barletta, Italy
• Worked as a freelance sound engineer for various live music events and festivals.

**MAR 2023 – MAR 2023**
**FREELANCE COMPOSER**
Subcult Joint LTD. Rome, Italy
I worked as a Freelancer to create some musical elements of the video game COOKIE CUTTER published by Rogue Games Inc and developed by Subcult Joint LTD.

**NOV 2023 – DEC 2023**
**FREELANCE WRITER**
iCrewPlay •. Bologna, Italy
I collaborated with I Crew Play, a renowned video game journalism outlet, contributing in-depth articles and reviews. During my tenure, I published two articles on their platform, covering current topics in the gaming industry and providing detailed analyses of new titles. This experience honed my skills in journalistic writing and deepened my understanding of the video game sector.

**JAN 2021 – PRESENT**
**SOUND DESIGNER / COMPOSER**
Upwork
I work on projects that I get through the UPWORK portal

**JAN 2022 – PRESENT**
**FOLEY ARTIST**
Pond5
I sell foley and sound design of my own production.

**JAN 2015 – PRESENT**
**FREELANCE COMPOSER**
Freelance (Self Employed)
In this portal, I publish my hybrid music.
A mixture of electronic music with orchestral elements.

**MAR 2024 – MAR 2024**
**SOUND DESIGNER**
Scuola Internazionale di Comics di Roma. Rome, Italy
Remote Sound Designer for Animated Short Scene | Scuola Internazionale di Comics

Designed and implemented sound effects, ambient sounds for a key scene in an animated short. Collaborated remotely with the Visual Art and New Media team to ensure seamless audio-visual integration, delivering high-quality soundscapes under tight deadlines.

**APR 2024 – APR 2024**
**FOLEY ARTIST**
Studio 256. Rome, Italy
Foley Artist Intern for "LA CURA DEL MALE" | Film in Development

Participated in an internship as a Foley Artist for the upcoming film "LA CURA DEL MALE," currently in development. Contributed to creating realistic and immersive sound effects, collaborating closely with the sound design team to enhance the film's auditory experience.

**2024 – PRESENT**
**TECHNICAL SOUND DESIGNER/AUDIO PROGRAMMER**
Freelance (Self Employed)
Freelance Technical Sound Designer & Audio Programmer

I have been working as a freelance Technical Sound Designer and Audio Programmer, specializing in creating and implementing sound assets for video games published on itch.io. My role involves designing high-quality audio assets, programming their integration within games, and occasionally composing original music. My work ensures an immersive and engaging audio experience that enhances the overall gameplay.

**MAR 2024 – PRESENT**
**JUNIOR PROGRAMMER**
Freelance (Self Employed)
I develop open-source code for video game audio in various languages, including Python and C++. As a freelancer, I am currently collaborating on creating an innovative Digital Audio Workstation (DAW) for Unreal Engine. My expertise in spatial audio led to my selection over other candidates to contribute to this cutting-edge project. My repositories on GitHub showcase my dedication to advancing audio programming and my ability to work independently on complex tasks.

**APR 2024 – PRESENT**
**SOUND DESIGNER, AUDIO PROGRAMMER, COMPOSER**
Remote Access Games
As a freelancer, I'm collaborating on the creation of a video game with other guys. We are a Start-up, we are financing all the funds related to the publication of the game, without remuneration.

**JUN 2024 – PRESENT**
**AUDIO LEAD**
BG Arthouse Studio
After co-founding this studio with an English friend of mine in New Zealand, I decided to play only the role of Audio Lead, this project is a Start Up, and we are financing the studio ourselves.

## 🎓 EDUCATION

**JAN 2021 – PRESENT**
**MASTER**
Mas Academy. Rome, Italy

**2024 – 2024**
**COMPUTER SCIENCE DIPLOMA**
Code Academy. Remote