

FEDERICO VALSECCHI

Unity Developer

Sound designer - Music composer

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 <https://fvalsecchi.com>

EDUCATION

Video game programming diploma

Universidad Tecnológica Nacional
2022 - 2023

BA in Music and Sound production

British & Irish Modern Music Institute
2019 - 2023

Professional Musician Program (piano)

Escuela de Música Contemporánea,
Berklee global partner (EMC)
2011 - 2016

SKILLS

- Unity, C#
- FMOD, ShaderGraph, ShaderLab
- Sound design
- Music composition
- Version control
- Editing software (Ableton, ProTools)

LANGUAGE

- English
- Spanish

CERTIFICATIONS

Shader Development from Scratch
(Unity 6 Compatible) - Udemy
English C1 - IELTS Academic

PROFESSIONAL SUMMARY

Unity developer with proficiency in C# and background in sound design and music composition, experience integrating middleware solutions such as FMOD. Familiar with version control tools and experience in collaborative development within team environments.

WORK EXPERIENCE

Noni Games Studio

2023 - Present

Unity Developer - Technical Sound Designer

- Developed features such as asynchronous scene transitions, player movement mechanics, trading and weather systems, inventory management, interaction and dialogue systems. Additionally, created custom shaders using Shader Graph.
- Created game prototypes to test new gameplay concepts and mechanics, ensuring their feasibility for full-scale development.
- Composed original music and sound effects, and integrated and implemented audio using Unity's audio engine and FMOD for adaptive soundscapes.
- Employed Git and Fork for version control, managing code repositories and collaborating with team members through branching and merging strategies.

Dingaloo Studios

2024

Unity Developer (external contractor / freelancer)

- Developed AR game prototypes using Unity, integrating with backend services to handle event-driven interactions and real-time updates.
- Employed Test-Driven development practices.
- Implemented scalable game architectures utilising design patterns and manager classes to support the addition of new features and content.
- Employed PlasticSCM for version control.

REFERENCES

Collin Ossman

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