

# FEDERICO VALSECCHI

Audio Programmer

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

- FMOD, C#
- Sound design
- Music composition
- Version control
- Audio system optimisation
- Collaboration and Communication

## LANGUAGE

- English
- Spanish

## CERTIFICATIONS

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

## PROFESSIONAL SUMMARY

Audio Programmer and Sound Designer with experience in sound design, mixing, music composition, and orchestration, specialising in interactive audio. Proficient in FMOD, and C#, I have successfully integrated audio into game development workflows, collaborating closely with multidisciplinary teams on both linear and interactive pieces. My technical expertise includes working as Unity developer, and working with version control tools.

## WORK EXPERIENCE

### Noni Games Studio

2023 - Present

Unity Developer - Technical Sound Designer

- Developed and implemented adaptive audio systems for sound effects and music using FMOD and Unity's audio engine. Focused on creating dynamic, real-time audio experiences that respond to gameplay changes and player actions.
- Composed music across a variety of styles, including adaptive (both vertical and horizontal) and linear formats, designed to enhance player immersion and seamlessly align with gameplay dynamics in interactive environments. Composed original music and sound effects, and integrated and optimised audio using Unity's audio engine and FMOD for adaptive soundscapes.
- Assisted with the setup and troubleshooting of studio equipment, ensuring smooth operations and optimizing workflow efficiency during production sessions.

### 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

Dingaloo Studio / CEO

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