

Giorgio Vezzini

Location: UK/Italy (Available to Relocate)

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Innovative, accomplished and proactive Sound Designer and Project Manager with a progressive career spanning 11 years specialising in the design, mixing, mastering and production of Videogame, Media, Interactive Installations, TV, and Film projects. A proven record of achievement in creating, managing and delivering complex sound and audio design assets through designing compelling, engaging and captivating sounds to suit the atmosphere and style of the project. Consolidated expertise in creating unique soundscapes through audio implementation, surround mix and mastering, whilst ensuring projects are delivered to the highest quality standards, timescales and budgets

Areas of Expertise

- Sound and Audio Design
- Sound Engineering
- Audio Implementation
- Audio Programming
- Project Management
- Music Composition
- Game Design
- System Design & Support
- Team Collaboration

Academic Credentials

Master in Mastering: Scuola di Alto Perfezionamento Musicale, Italy: 2010
Sound Engineering Diploma: Scuola di Alto Perfezionamento Musicale, Italy: 2008

Professional Training and Certifications

Wwise Certification 101, 102 and 251: Audiokinetic
Executive Data Science Specialisation, John Hopkins University: 2017
Song Writing: Berklee College: 2015
Masterclass with Marco Migliari: Scuola di Alto Perfezionamento Musicale, Italy: 2014
Modern Guitar Jazz and Fusion Diploma: Centro Professione Musica, Italy: 2014

Skills

Pro Tools | Sound Forge | REAPER | Nuendo | Cubase | Wwise | FMOD | Unity | Unreal | MAX / MSP | JIRA | MemoQ | VBA | C# | C++ | Excel | LUA

Projects Showcase

Narcos: Rise of the Cartels (PS4, Xbox, Switch, PC - Unreal, Wwise) – Lead Audio, Audio Programmer
Unannounced Title (Oculus GO – Unity, Master Audio) – Senior Sound Designer, Audio Programmer
Detroit, Becoming Human – International Project Manager
The Inpatient – International Project Manager
Batman Arkham Series – Localisation Sound Design
Destiny, Call of Duty – International Project Manager (Marketing Localisation)
PES2014 – Sound Design (Chants), Audio Editing
League of Legends – Localisation Sound Design, batch processing
Uncharted Saga – Audio Editing, VO Recordist
Fable 3 – Audio Editing, VO Recordist

Career History

KUJU Ltd: 2018 - Present

LEAD AUDIO

Key Accountabilities:

- Work on multiple high profile projects and famous IPs
- Elaborate Audio Architecture, including Ambience, Dialogue and Music systems using Wwise and proprietary tools
- Managing internal and outsource teams, Outlining Pipelines, Evaluating Budgets and Tracking Production.
- Creation of Sound effects; Record, Edit, Mix, Mastering and Implementation of Foley and VO
- Video Game Projects include: - Narcos: Rise of the Cartels (Turn Based Strategy), Unannounced Title (based on a TV Series IP)

PLAYMAGIC: 2018

SENIOR AUDIO DESIGNER

Key Accountabilities:

- Work on multiple high profile projects in the video games industries
- Manage and coordinate sound, audio and games design projects in line with specifications, budgets and timescales, both with internal team and outsourcing
- Creation of Sound effects; Record, Edit, Mix, Mastering and Implementation of Foley and VO
- Setup and maintenance of Audio Dept. both hardware and software
- Video Game Projects include: - FPS VR title for Xbox One, PS4 and Gen5 consoles (Unreal, preproduction) - FPS VR title for Oculus GO (Unity, beta) - Game based on an American TV Show for Xbox One, PS4, Switch (Unity, preproduction)

BINARI SONORI KEYWORDS STUDIO, MILAN, ITALY: 2008 – 2018

Successfully managed and delivered a range of projects for major clients including Konami; Microsoft; Time Warner; RIOT Games; Electronic Arts; Milestone; Activision Blizzard King; Sony; THQ

PROJECT MANAGER: 2015 – 2018

Key Accountabilities:

- Tasked with overseeing and monitoring the delivery of video game text and audio localisation projects including assets management, script preparation and resources allocation ensuring deliverables are achieved in line with stringent timescales and set budgets
- Plan text translation, audio recordings and support project execution ensuring industry standards were met for delivery formats and services
- Lead, train and mentor colleagues ensuring resources are effectively managed and development needs are met
- Organise and chair meetings with team members in respect of project scope, changes, progress and planned activities
- Accountable for negotiating and securing contracts with clients to drive business, sales and growth

AUDIO PROJECT LEAD: 2008 – 2015

Key Accountabilities:

- Overseeing video game sound design project delivery ensuring successful completion in alignment with client specifications, timescales and budgets
- Tasked with leading the end to end project lifecycle including recording, ADR, mixing, mastering and pre and postproduction
- Worked closely with clients to identify requirements, discuss scope changes and report on project progress

Personal Information

Nationality: Italian

Languages: Italian (Native) | English (Fluent)

Hobbies & Interests: Playing Sports | Comics | Cinema | Video Games | Travelling | Technology | Reading Terry Pratchett Books | Board Games | IOT | LEDs | Designer of the Board Game "Freefall" | Member of Mensa Italy