

# LUCA SPADAVECCHIA

## SOUND DESIGNER

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## CREDITS

The Dark Pictures Anthology:

***The Devil in Me* - 2022**

The Dark Pictures:

***Switchback VR* - 2023**

## SKILLS

- Unreal 4 & Unreal 5
- Unity
- Wwise
- Reaper
- ProTools
- Perforce
- Industry Standard Audio Plugins
- Runtime Audio Systems
- Blueprinting
- Wwise Spatial Audio
- Field Recording
- Foley Recording

## EDUCATION

MA in **Film & TV production with sound design**

University of York • 2019 - 2020

BA in **Music production**

University of Bologna • 2015 - 2018

## ACHIEVEMENTS

Game Audio Network Guild Nomination for The Devil in Me:

- *Best Game Foley*
- *Best Audio for a Casual or Social Game*

Guildford Game Awards

- Innovation Award Winner: Switchback VR

## LANGUAGES

English - Full Professional Proficiency  
French - Full Professional Proficiency  
Italian - Native Speaker

## CERTIFICATIONS

PT 101 ProTools Fundamentals I  
PT 110 ProTools Fundamentals II

## PROFILE

Game Audio Specialist with a wide pool of knowledge and a deep understanding of all areas of audio. I have a particular passion for developing procedural and runtime audio systems. Highly experienced in cinematic and narrative-driven audio storytelling with a proven track record of delivering AAA quality. Extensive experience collaborating with multiple disciplines across the studio. I am very confident in understanding a project's complex objectives and taking efficient and effective action to achieve them. Furthermore, I have a thorough understanding of audio pipelines and game development production phases.

## EXPERIENCE

### Sound Designer

*Supermassive Games • Apr 2023 - Present*

Sound design across a wide variety of audio disciplines including but not limited to:

- Supermassive Games industry recognised **procedural character foley discipline owner**.
- **Combat design** - closely following the lead and audio director's vision for developing and consolidating the combat style for an upcoming unannounced title.
- **Sound design** to punctuate horror moments and SFXs in cinematic and explorative gameplay.

Collaborating across different departments and disciplines to ensure audio is tightly integrated. This involves:

- Working with the VFX team to expose **Niagara system** variables to trigger and modulate sounds at runtime.
- Interacting with Tech Artists to develop and take advantage of powerful construction scripts which massively streamlines level dressing workflow.
- Using **Wwise profiling tools** throughout the development process both to troubleshoot bugs as well as keeping audio systems performant and in budget by minimising voice counts and unnecessary API calls.
- Extensive use of **blueprinting** for both prototyped and release ready audio features. Most notably, direction detection component and object collision blueprint.

### Junior Sound Designer

*Supermassive Games • Dec 2021 - Apr 2023*

- **SFX** and **ambience reactive systems** design and implementation, extensive use of **Wwise meters** and **RTPCs**.
- Working closely with the Animation department to **further develop our procedural foley system** used in both cinematic and exploration to improve the quality of our deeply cinematic games whilst reducing development costs dramatically.
- Procedural and linear foley implementation, editing, and **mixing**.
- **Binaural audio design**, **haptics implementation**, ambience, foley, and SFX for **PSVR2** title.

### Sound Designer

*Self-Employed • Sep 2020 - Dec 2021*

- Sound mixer, boom operator and **field recording**.
- Released a short 3D Platformer for a game jam competition using **Unity**.
- Mixing and mastering music, short films, advertisement
- **Music composition** and dialogue editing