

Andrea Baroni

MUSIC COMPOSER & IMPLEMENTER

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Experience

Electric Manta / Music Composer, Sound Designer, Audio Implementer [Contract]

MAY 2022 - NOVEMBER 2022

- Created the audio identity for their mobile games
- Recorded and produced all of the audio assets: music, UI, gameplay SFX, foleys and ambiences
- Designed and composed the interactive battle music system
- Developed a complete audio manager in Unity [C#] to ensure a streamlined and cohesive implementation process

UX Magicians / Technical Audio Designer [Contract]

JUNE 2021 - OCTOBER 2022

- Improved their UI mockups with audio and music for showcasing them to clients in a more effective way
- Produced modular and reusable audio assets for existing games and apps
- Implemented the audio in Unity and Unreal Engine to create interactive demos

The Drone Racing League / Music Composer, Audio Implementer

JUNE 2017 - JUNE 2018

- Composed the entire soundtrack for the game, defining the game audio identity
- Produced several audio assets: music, UI, gameplay SFX, foleys and ambiences
- Implemented all of the above in Wwise and Unity to create an interactive audio experience

Grumpy Rhino Games / Music Composer, Sound Designer [Contract]

JUNE 2018 - PRESENT

- Created the audio identity for their mobile games
- Produced and composed the interactive music for all of their games

Paradnight Studio / Music Composer, Audio Implementer

JUNE 2018 - JANUARY 2023

- Designed the whole audio experience of the narrative game “The Nameless City”, to enhance the game emotional content
- Composed the soundtrack for the game and created all of the audio assets
- Implemented the audio using Unity and Fmod

Education and Certificates

University of Pisa / M. Sc. in Computer Science - multimedia specialisation

2000-2005

SAE Institute / Electronic Music Production

2006

Berklee College of Music (online) / Sound Design with Kontakt

2017

Skills

- Music composition and production
- Music and audio editing
- Sound design
- Audio engineering
- Mixing and mastering
- MIDI programming
- Orchestral mockups
- Field and studio recording
- Foleys creation
- Voice recording and editing
- Post production
- Reaper, Ableton Live, Apple Logic and Vienna Ensemble Pro
- NI Kontakt sample libraries creation
- Wwise and Fmod
- Unity
- Unreal Engine
- Git
- C#, Lua, Javascript and Unreal Engine Blueprint system programming
- Video editing