

### To **Power Up Audio**:

My name is Sergio, I'm originally from Italy, where I started my career in audio as an independent musician and worked as an artist manager for about 10 years.

After completing a BA in Musicology at the University of Milan, I moved to Vancouver in 2012 where I have been focusing on the Art of Sound. To push my practice, I initially worked as boom operator and sound mixer on different productions, and then I ventured into audio post production and sound design.

During this time my love for the video game world has always been there. Video game audio is where my passion and skill set combine, where I can express myself and participate in the storytelling of a project.

So I made sure to dedicate time to learn the tools related to audio implementation and **sound design**. I enrolled at the School of Video Game Audio with mentorship from Leonard Paul where I studied sound design, Wwise, Unreal Engine, Unity and coding.

At the same time I refined my skills in Pro Tools, Reaper, Ableton and field recording techniques. I started working on small scale projects through simple connections over game jams and job postings for collaborations on different independent websites: I like the idea of having a challenge and also try new techniques to improve my skills.

**What I love about sound design** is the storytelling process through the nuances of every single detail, from the thinking process to the perfectionism and aesthetic that is behind every single step of the process.

Sound design and audio implementation is where I want to take my career next and I am looking for an environment where I can always learn and be helpful with my knowledge. By getting in touch with Kevin through Reel Talk and by knowing the incredible **work your studio** have done, I really would love to be a part of your team to finally give a chance to my career and be mentored throughout the process. I believe that sharing is key to a successful team.

Thank you for your consideration.

Regards,  
**Sergio** Grandolfo

# SERGIO GRANDOLFO //

SOUND DESIGN AND VIDEOGAME AUDIO //

[WWW.SERGIOGRANDOLFO.COM](http://WWW.SERGIOGRANDOLFO.COM) [SERGIO.GRANDOLFO@GMAIL.COM](mailto:SERGIO.GRANDOLFO@GMAIL.COM) +1 (604) 365-2426 VANCOUVER, CANADA

## WORK EXPERIENCE

**SIZE 8 STUDIO [VANCOUVER CANADA /SIDNEY AUSTRALIA]**

APRIL 2019 - JANUARY 2021

ROLE: ON SET SOUND RECORDIST, SOUND EDITOR, SOUND DESIGNER, RE-RECORDING MIXER FOR THE INDEPENDENT MOVIE MILES AWAY(2021)

**SUPERFLIPP AUDIO [VANCOUVER, CANADA]**

APRIL 2015 - PRESENT

ROLE : FREELANCE SOUND DESIGNER AND AUDIO POST PRODUCTION SPECIALIST

**MAHOGANY [MILAN, ITALY]**

JANUARY 2010 -AUGUST 2012

ROLE: ARTIST MANAGER

**METATRON GROUP [MILAN, ITALY]**

JANUARY 2009 - DECEMBER 2009

ROLE: ARTIST MANAGER

## EDUCATION AND CERTIFICATES

2019/20 SOVGA School of Video Game Audio Vancouver, Canada

**Wwise 501 / Unreal Engine [Sound Design Audio implementation Blueprint Scripting]**

2019 Seattle Recording Arts Seattle, USA

**[Pro Tools Certification 101+110]**

2018 Berklee College of Music Boston, USA

**[Music publishing for new Media]**

2012 University of Milan Milan, Italy

**[Bachelor of Arts Musicology]**

**DAW** Pro Tools, Reaper, Ableton, Sound Forge, Adobe Audition

**SKILLS** Audio Editing, Audio Repair, Field Recordings, Foley, ADR, Audio Post-production, Synthesis

**MIDDLEWARE** Wwise, FMOD Studio, GameSynth

**PLUGINS** Izotope RX, Soundtoys, Waves, Valhalla, Reaplugs, Avid

**ENGINES** Unreal Engine & Unity