

SERGIO GRANDOLFO //

SOUND DESIGN AND VIDEOGAME AUDIO //

I started my career in the Audio field as an independent musician and after touring for a while I worked as an artist manager for more than ten years. After completing a BA in Musicology at the University of Milan I moved to Vancouver in 2012 where I'm focusing on my passion for the Art of Sound.

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WORK EXPERIENCE

ELECTRONIC ARTS [VANCOUVER, CANADA]

FEBRUARY 2023 - PRESENT

ROLE: AUDIO ARTIST II - SPEECH MASTERING FOR THE MAIN COMMENTARY OF NHL 24

INFOCUS FILM SCHOOL [VANCOUVER, CANADA]

JULY 2022 - PRESENT

ROLE: PRODUCTION AND POST PRODUCTION AUDIO & SOUND DESIGN INSTRUCTOR

GOPOKYO INC [BRIDGEWATER, NS, CANADA]

JULY 2022 - OCT 2022

ROLE: SOUND DESIGNER AND AUDIO IMPLEMENTER FOR A CANADIAN INDIE GAME ON ITS EARLY ACCESS

SIZE 8 STUDIO [VANCOUVER CANADA /SIDNEY AUSTRALIA]

APRIL 2019 - JANUARY 2021

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

EDUCATION AND CERTIFICATES

2019/22 SOVGA School of Video Game Audio Vancouver, Canada

Wwise 501 / Unreal Engine / Unity [Sound Design Audio implementation Blueprint Scripting, coding]

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, Frosted, Frostbite

OTHER SOFTWARES: Adobe premiere, Source tree, GIT, Perforce,