Giacomo Maturi

Sound Designer | Audio Engineer

1995/11/28

www.giacomomaturi.com
giacomomaturi@gmail.com
+39 3777077997
Trento, Italy

LinkedIn
MobyGames

Skills:

- Audio assets creation
- Audio editing
- Audio mixing
- Audio mastering
- Re-recording mixing
- Problem solving
- Teamworking
- Workflow management

Software:

- REAPER (& ReaScript)
- Pro Tools
- Pure Data
- Max/MSP
- Wwise
- FMOD
- Python Scripting

Languages:

- Italian | Native
- English | Intermediate

"Sound is what truly convinces the mind is in a place, in other words hearing is believing."
Jesse Schell, The Art of Game Design

Work Experience

Audio Project Lead
Keywords Studios Italy
Videogames Localisation and Dubbing
12/2021 - Present
Trento, Italy (Remote)

- Technical lead for multi-language projects
- Workflow supervisor
- Technical quality assurance

Shipped titles (Credited):
Convergence: A League of Legends Story

Freelance Audio Engineer
Keywords Studios Italy
Videogames Localisation and Dubbing
10/2019 - 11/2021
Trento, Italy (Remote)

- Audio post-production
- Audio editing and restoration
- Audio mixing and re-recording mixing

Shipped titles (Credited):
Cyberpunk 2077
Immortals: Fenyx Rising
Doom Eternal

Audio Project Lead
Synthesis (a Keywords Studio)
Videogames Localisation and Dubbing
01/2018 - 09/2019
Milan, Italy

- Technical lead for Italian projects
- Workflow supervisor
- Technical quality assurance

Shipped titles (Credited):
Trine 4: The Nightmare Prince
Tom Clancy's The Division 2
Thronebreaker: The Witcher Tales

Audio Engineer
Synthesis (a Keywords Studio)
Videogames Localisation and Dubbing
04/2017 - 12/2017
Milan, Italy

- Audio recording
- Audio post-production
- Audio editing and restoration
- Audio mixing and re-recording mixing

Shipped titles (Credited):
Prey: Mooncrash
Far Cry 5
Assassin's Creed: Origins
Gwent: The Witcher Card Game

Education

Audio Engineering
Specialist Diploma
Scuola APM
10/2016 - 08/2017
Saluzzo (CN), Italy

- Acoustics
- Sound Synthesis
- Audio Recording, Mixing and Mastering
- Audio Electronics

Electronic Music
Bachelor's Degree
Conservatorio "F. A. Bonporti"
11/2012 - 07/2016
Trento, Italy

- Max/MSP | Pure Data
- SuperCollider | Csound
- Electroacoustic, Algorithmic, Audio-Visual Composition | Data Sonification

---

Music | Classical Guitar
High School Diploma
Liceo Musicale "F. A. Bonporti"
09/2009 - 06/2015
Trento, Italy

- Ear training | Solfeggio | Music Theory
- Music History
- Classical Guitar | Vocal Ensemble
- Music Technology