

Andrea Abbruzzese

Curriculum Vitae

andrea@a-a-sound.com +447477651166

SOUND DESIGNER

ENGINEER, RECORDIST, EDITOR

Website: <https://www.a-a-sound.com/>

2018: BA in "Sound Design for Media" at Ravensbourne university (London)

Graduated sound design specialist with a natural flair for sound experimentation and love of discovery with skills that range in many audio fields. Audio world lover inspired by any new approach in sound modulation and creation, with a solid knowledge in many audio technologies, recording techniques, and exceptional attention to detail, accuracy, and professionalism. With me, you will find an audio enthusiast, a hard worker, and a natural creative.

Skill summary

Skills with:

Audio Integration platforms (Unity, Wwise, Fmode)

DAW such as Protools, Reaper, Ableton, Audition

Programming and patching with Max MSP, PureData and TouchDesigner

Audio editing and mixing in professionals studio environments

Room acoustic, microphone placement, and sound system calibration

Speaker design and crossover design (WinISD for enclosure design, Xsim for crossover design)

Experiences

(2019 - Present) Game audio

Working with the Swedish studio Untold Gardens

- **AR game app Silurus** released in November 2020
- **Apparatus Ludens** virtual art installation (currently in development)

(2017 - Present) Sound designer in post-production (London)

Sound mixer, field recording, sound editor, foley, boom operator, and sound editing, voice-over studio recordings

(2016 - Present) Sound Engineer (London)

Freelance work for musicians/bands for live gigs and studio recordings

Sound Engineer

In music venues for clients like Pizza Express Live in Soho or Toulouse Lautrec Jazz bar

Loudspeaker design

Built my own DIY sound systems experimenting with different enclosure system, experience with WINisd for enclosure design and Xsim for Crossover simulation

Other Experiences

(2019 - Present) DIY Sound art projects

Working with nodes based software like Touch Designer, PureData and Max MSP, to develop sound installations with the art collective M.O.B.

(2017 - Present) Co founder/Art director: M.O.B

M.O.B (moments of bliss) Is a London based art collective and experimental music label that fuses arts and music in its events across London (<https://www.facebook.com/MOBmusiclondon/>)

Education

2018 - BA in “Sound Design for Media” at Ravensbourne university (London)

2016 - Sound Engineering and Music production at Dubspot (New York)

Currently studying programming in c# online daily with the final target to have professional skills in c# and c++

Related passions

- Record collector and IDM and Experimental music producer

Deep passion for all kinds of eccentric and exotic sounds, I have a 2000+ record collection of many experimental genres, I also produce experimental electronic music under Abru alias (I also play analog live shows)

- Field recordings of remote areas

Collection of 20+ personal location recordings in a different part of the UK and Europe, with this passion I have developed confidence and a better understanding of recordings in open area environments.