

# Andrea Abbruzzese

Curriculum Vitae

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## SOUND DESIGNER

**Website/Portfolio:** <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 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 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.

### Projects

#### **(2021) Mysteriet i parken - AR game App - Naturhistoriska - The Swedish Museum of Natural History**

AR app with geolocation, sounds are implemented in Unity, and Wwise, sound design in Reaper. Commissioned by the Swedish studio Untold Garden

#### **(2021) La citta' sonora - Sound Installation - Contropendenza Festival**

Outdoor 6 channel permanent sound installation made using PureData and Rasberry Pi, in collaboration with the anthropologist Benedetta Defalco and Musicologist Carmen Zangaro

#### **(2021) Net/ture - Interactive sound installation - Shiro: Re-Imagining Nature**

Digital Interactive sound installation made using Touch Designer VCV rack and Pure Data, Brambe.com chat is IRC connected to the installation, players can be part of the “fauna” in the soundscape and interact with the each other by simply type in the chat a specific set of words

Bramble.com (online social videogame for events and meetings)

#### **(2020) Apparatus Ludens - Interactive Film - Young Swedish Design Exposition**

An interactive film / digital sculpture. Your exploration of the world reveals content: fragments of previous visitors jumbled with your online footprint, personalized ads mixed with those of others, developed by the multimedia artists Jakob Skote and Max Cellar, audio implemented with Unity and Pure Data, and designed in VCV Rack, and Reaper.

#### **(2020) Silurus - AR Game App - Vatterniket Reserve**

Silurus is an adventure in augmented reality where you get to meet some of the

animals in Vattenriket and learn about their lives

Audio designed in Reaper and Implemented with Unity

### **(2016 - Present) Sound Engineer (London)**

Freelance Sound Engineer for corporate events, live concerts, and studio recordings

#### **Sound Engineer**

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

#### **Loudspeaker design**

I built my own DIY sound systems and I have experimented with different enclosure systems, experience with enclosure design software in WINisd and Horn Resp, and Xsim for Crossover simulation

## **Other Experiences**

### **(2019 - Present) DIY Sound art projects**

Working with 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 audio programming in C++ and Python Online Daily**

## **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 different parts of the UK and Europe, with this passion I have developed confidence and a better understanding of recordings in open area environments.