

Federico Aloï

Sound Designer

Audio enthusiast with +10 years of experience delivering audio for video games, films and television

Experience

2023 – Current

CI GAMES (Underdog) - Senior Sound Designer

Project Scorpio – Multiplayer VPE Tactical shooter

Project Survive - Open World Horror Survival

Currently working on two unreleased projects using UE5 and Wwise.

I am running the Audio dept and I'm in charge of creating audio systems and features using Blueprints and code support from programmers, I am involved in assets creation and implementation for game dev audio.

I manage recruitment for the department, and I prepare tests for candidates and job interviews.

I supervise the team, coordinate their work and assign tasks.

I support production by calculating the budget for music, dialogues, sfx libraries and softwares.

I set the Audio direction of our projects.

2023 – 2017

Warner Bros. Games – Senior Sound Designer

Mortal Kombat 1 - Senior Sound Designer

<https://www.mortalkombat.com/en-us>

I worked on the last Mortal Kombat game for NetherRealm Studios using UE4 and Wwise.

I made sfx assets and game audio implementation for two Characters (Shao khan, Mileena) environmental sfx and audio implementation for several arenas.

The assets I provided for the Characters include sfx design and implementation for combat in-game sound like punches, kicks, whooshes, special moves, magic abilities, Shao Kahn Axe sfx and Mileena Sai sfx but also Cinematic content like Character Intro, Outro, Fatal blows and Fatalities.

Education

2020 – 2021

SEM Manchester

Electronic school of Music – Ableton Live

2015 – 2016

SOVGA

School of Video game Audio - Wwise

2012/2013

APM Saluzzo

Alto Perfezionamento Musicale – Sound engineering

2002/2012

Conservatorio S.Cecilia Roma

Pianoforte, Composition, Electronic Music

Gotham Knights - Senior Sound Designer

<https://www.gothamknightsgame.com/en-us>

I worked on Gotham Knights for WB Games Montreal using UE4 and Wwise. I was responsible for audio assets design for several areas of the game, like foley, in game combat sounds and puzzle mechanics.

Specifically, I worked on the environmental ambience system using the Wwise Spatial Audio Rooms and Portals for the internal locations in Gotham City like sewers, warehouses, banks, train stations and many indoor locations that required Rooms and Portals implementation.

For this system I provided 2D looping sounds, 3D positional sounds and reverb implementation using the AK Convolution Reverb.

I worked on the Music Implementation system for all the diegetic music contained in the game.

LEGO Star Wars: The Skywalker Saga - Senior Sound Designer

<https://www.ttgames.com/game/lego-star-wars-the-skywalker-saga/>

I worked on the game audio implementation as well as the audio assets design for several areas of the game. In particular I worked on the in-game combat and weapon sounds, melee, guns, laser weapons for npcs and main characters.

I worked on the audio assets design including foley, environmental ambiances, creatures, puzzle mechanics as well as cinematic audio stereo/Multichannel.

The LEGO Movie 2 Videogame - Sound Designer

<https://www.ttgames.com/game/the-lego-movie-2-videogame/>

I worked on the game audio implementation as well as the audio assets design for several areas of the game. I worked on the in-game combat and weapon sounds, melee, guns, laser weapons for npcs and main characters.

I worked on the audio assets creations including foley, environmental ambiances, creatures, puzzle mechanics as well as cinematic audio stereo/Multichannel.

LEGO DC Super Villains - Sound Designer

<https://www.ttgames.com/game/lego-dc-super-villains/>

Design and Mix Stereo//Multichannel for Cinematic Content and Cutscenes

LEGO The Incredibles – Sound Designer

<https://www.ttgames.com/game/lego-the-incredibles/>

I worked on the game audio implementation as well as the audio assets design for several areas of the game, including foley, environmental ambiances, creatures, puzzle mechanics as well as cinematic audio stereo/Multichannel

2015 - 2017

Freelance Video Game Sound Designer

Gauntlet Force – Rise of the Machine - Forge Studios

<https://www.forgestudios.com/gauntletforce/>

I worked on the audio for this 2D Platform game and its implementation in unity

Die Young – Indiegala

<https://dieyoung-game.com/>

I worked on the audio and music for this Horror Survival game. Audio assets design and implementation using UE

2012 – 2015

Rainbow CGI – Foley Artist Sound Designer

Employee as Sound Artist at Rainbow CGI Animation Studio
Sound Designer, Foley Artist and Dubbing Mixer for all multimedia products of Rainbow CGI

“Winx Club:The Mystery of the Abyss”

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