

FEDE COTOGNINI

SOUND DESIGN - GAME AUDIO - FMOD, UNITY - AUDIO IMPLEMENTATION

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PROFILE

Technical-minded Sound Designer specialized in gameplay-reactive audio systems. Experienced in full pipeline delivery: SFX creation, mixing, and real-time integration using FMOD, Wwise, Unity, and C#. Strong understanding of player feedback, delivering audio that enhances tension, clarity, and responsiveness. Currently advancing skills in Wwise and Unreal Engine 5 for next-level adaptive audio.

GAME PROJECT HIGHLIGHT

Heartbeats (2024) | Unity + FMOD
Technical + Creative Sound Designer

- Owned full interactive audio pipeline as sole Sound Designer (concept to delivery).
- Produced & integrated 200+ optimized assets (SFX, ambiances, UI), ensuring low memory footprint and stable runtime performance.
- Implemented heartbeat acceleration system in FMOD with time-stretch without pitch shift to increase player tension.
- Collaborated daily with a 7-member team (designers, programmers, animators), iterating on audio during playtests and build cycles.

TECHNICAL SKILLS

Middleware: FMOD, Wwise
Game Engines: Unity + C# scripting
Audio Implementation: RTPCs, States, adaptive/procedural systems
Profiling & Debug: Audio logic validation, optimization
Tools: Reaper, Pro Tools, Ableton Live
Collaboration: Agile / cross-discipline communication
Languages: Italian (Native), English (Fluent)

WORK EXPERIENCE

Freelance Sound Designer 2022 - PRESENT

- Owned full interactive audio pipeline as sole sound designer
- Implemented adaptive systems in Unity using FMOD and C#
- Debugged audio behaviours and optimised runtime performance
- Designed handcrafted SFX aligned with game mechanics and tone
- Created granular and resampled textures for signature sounds
- Edited, mixed, and mastered assets for polished in-game delivery
- Integrated 200+ optimised sound assets across gameplay features
- Delivered assets on time with fast iteration in a remote workflow
- Managed version control and collaboration via GitHub and Fork

EDUCATION AND CERTIFICATION

○	BA (Hons) in Creative Audio Production & Sound Engineering	2018 - 2021
	Catalyst Institute for Creative Arts and Technology Berlin, Germany	
○	High Diploma in Drums & Percussion	2011 - 2016
	AMM - Accademia di Musica Moderna Milan, Italy	
○	C++ Programming for Beginners	Code Signal Certificate Remote 2025
○	Foundational C# with Microsoft	FreeCodeCamp Certificate Remote 2025
○	Advanced Audio Systems in FMOD Studio	Game Audio Academy Certificate Remote 2023
○	AAA Game Audio with Unreal Engine 5 & Wwise	Game Audio Academy Certificate Remote 2023
○	Sound Design for Video Games	Ecipar - Studio Arkì Certificate Bologna, Italy 2017