



# PAOLO EUSEPI

SOUND DESIGNER & COMPOSER

## SHORT BIO

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Italian born, videogame and movie enthusiast, I've always had a lifelong passion for audio technology, sound design and music.

## CONTACTS

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 [/paolo-eusepi-753887109](https://www.linkedin.com/in/paolo-eusepi-753887109)

## EDUCATION

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- Sound Design & Music Composition for Films, Tv and Videogames
  - International Comics School
- Training Course and Professional Qualification in Music Composition
  - Rome TorVergata University
- Cubase Pro Certification
  - Steinberg Learning Center

## SKILLS

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- Softwares
  - Pro Tools
  - Cubase
  - Logic Pro
  - Unreal Engine
  - Audiokinetic Wwise
- Linear & Non-Linear Sound Design
- Sound Asset Creation
- Music Composition

## WORK EXPERIENCE

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**Senior SFX Artist & Technical Sound Designer**  
STUDIO 256.IT

**Sound Designer & Assistant Composer - Movies**  
STUDIO 256.IT

- "Headshot" Movie - Cine1 Italia Production
- Imprinting - Andrea Ciavatta Films

**Sound Designer & Assistant Composer - Games**  
STUDIO 256.IT

- "Cookie Cutter" Game
  - Subcult Joint production
  - Published by Rogue Games

**Sound Designer & Composer**  
STUDIO 256.IT

- Cydonia & Chiara Twitch Channel
- Animated Series "Il torneo dei 7 Fiori"

## EDUCATION

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- Masterclass with Michael Giacchino
- ProTools 101
  - Percorsi Audio - Official AVID Learning Partner
- Digital audio recording and editing course
  - RockFactory School
- University Degree in Biotechnologies
  - Siena University

## WORK EXPERIENCE

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### **Non linear audio with wwise Teacher**

SAINT LOUIS COLLEGE OF MUSIC

- SFX implementation in wwise
- Unreal Engine Integration

### **Sound Design For Interactive Media Teacher**

ACME - ACADEMY OF FINE ARTS - NOVARA

- SFX Asset creation and layering
- Unreal Engine Integration

### **Sound Design Teacher**

ACME - ACADEMY OF FINE ARTS - NOVARA

- SFX Asset creation and layering
- Unreal Engine Integration

### **University Seminar on INTRODUCTION TO GAME AUDIO - Teacher**

UNIVERSITY OF TURIN - UNITO

- Unreal Engine Audio
- Unreal Engine Integration

### **Game Audio Teacher (Wwise - Unreal)**

MAS ACADEMY - LICENSED WWISE SCHOOL

### **Game Audio Teacher (Wwise - Unreal)**

INTERNATIONAL COMICS SCHOOL - TURIN - ROME

### **Sound Design & Music Composition Teacher**

INTERNATIONAL COMICS SCHOOL - TURIN - ROME

### **Teaching assistant**

ROME TOR VERGATA UNIVERSITY

- Sound Design course with prof. Luigi Sansò

### **Teaching assistant**

ROME TOR VERGATA UNIVERSITY

- Music Composition course with prof. Luigi Sansò

### **Teaching assistant**

ROME TOR VERGATA UNIVERSITY

- Game audio with Audiokinetic Wwise course with prof. Luigi Sansò

### **Teaching assistant**

ROME TOR VERGATA UNIVERSITY

- Advanced audio editing techniques course with prof. Luigi Sansò