

Marco Furlanetto

Castelfranco Veneto, Italy

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Personal Details:

DOB: 01-10-1989 • Place of Birth: Castelfranco Veneto

Nationality: Italy • Gender: Male • Civil Status: Single

Sound Designer

Technically-sophisticated and accomplished sound designer with hands-on experience producing audio for games and linear media.

Deft at steering projects related to game launch trailers, in-game cinematics, in-game audio, commercial/corporate videos, and mid/short movies. Possess technical skills in specifying, acquiring, and creating auditory elements using audio production techniques and tools. Drive sound designing projects with a focus on completing all tasks within time and budget. Articulate and refined communicator with native fluency in Italian and intermediate knowledge of English.

Core Competencies:

- Sound Design, Editing & Mixing
- Music Theory & Concept
- Field and Studio Recording
- Game Audio Production Tools
- Production Pipelines & Technologies
- Project Management
- Stakeholder Communication
- Documentation & Reporting

Key Accomplishments

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- Il Circuito: Set-up a rally car for audio-video recordings; installed 8 microphones and a recorder with the purpose of doing a no-stop eight hours long recording (without being able to stay in the car).
 - Manifesto Hardcore Punk Torinese: Staged the event displayed by the video to best match with the situation and atmosphere.
 - Temtem: largest game project to date
 - CON-FINE: recorded dozens of people for a memory preservation project

Professional Experience

Super Awesome Hyper Dimensional Mega Team, Valencia

Contract Sound Designer, January 2021 – October 2021

Sound designer for the game "The Knight Witch"

Main tasks are:

- Contents creation

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- Audio implementation (FMOD, Unity)

Crema, Madrid

Contract Sound Designer, February 2019 – Present

Sound designer for the MMO game “Temtem”

Main tasks are:

- Contents creation
- Audio implementation (FMOD, Unity)

93 Steps, Padova

Freelance Sound Designer, 2014 – Present

Sound design (sound effects production), dialogue editing and mixing, foley and field recording, audio post production, music mixing/mastering. Interface with clients to correctly identify needs concerning products and manage workflow from conception to final delivery of assets.

Key Achievements:

- Achieved develop awards for Ride 2 in 2017 and Warhammer 40,000 Regicide in 2016 for creative outsourcer.
- Received “White Nights Game Industry Award” in 2015 (White Nights Helsinki '16) for best “Sound in Games”.
- Attained “White Nights Mobile Games Award” in 2015 and develop awards in 2015 for creative outsourcer.

Key Projects: *World of Tanks: All Platform Trailers | World of Warships: The Storm Trailer | World of Warplanes: E3 2014 Trailer | World of Warships: 2015 Closed Beta Cinematic Trailer | WarHammer 40K Regicide | Hex: Shards of Fate – Chronicles of Entrath Trailer | Faeria | Ducati - 90th Anniversary | Sinner's Sorrow – Reveal Trailer | Red Bull TV Station Voice casting | Ride 2 | Runimalz | Bear With Me: Episode 2 | Blitzkrieg 3 + Dunkirk update | Bear With Me: Episode 3 | All-Star Fruit Racing | World of Warplanes 2.0 | Atomine | Titan Quest Ragnaröck – Trailer | Empires Apart | Starfall Tactics | Omen Exitio: Plague | Dice Legacy*

Clients/Partners: *Wargaming.net | Gameforge | Hammerfall Publishing | Abrakam | Milestone | Exordium Games | Nival | Xplored | 505 Games | 3dclouds.it | THQ Nordic | DESTINYbit | Slitherine Software | Tiny Bull Studios*

Various Organisations

Sound Designer, Recordist, Editor, Engineer, Music composer, 2012 – Present

Harnessed astute analytical capabilities and carried out sound designing, music/dialogue editing, audio post production, and final mixing.

Key Achievements:

- Tackled evolving challenges of tight schedules and client feedbacks with a focus on completing all assigned tasks within time and budget.

Key Projects: *Spazio morto* | *Al suo posto* | *Le Nostre Mura, nelle Nostre Mani* | *Manifesto Hardcore Punk Torinese* | *GO.GO.GO* | *Settore A. Studi su interferenze di paesaggi* | *Le due anime di Mario Brunello* | *Il circuito* | *Back to Life in Iraq* | *Shoud of the Avatar – The Path of Virtue (launch trailer)* | *Calligaris - Here is where everything starts* | *Paneveggio, Bach e il respiro della foresta devastata dove si fece la Grande Guerra* | *La Voce del Bosco* | *Harmony* | *Nadurines* | *Kinnaur Himalaya* | *Forge of Empires – Time Machine* | *Titan Quest: Atlantis Release Trailer* | *Destroy All Humans! Remake – Official Reveal Trailer* | *X* | *What do you sea?* | *Ballad for my lost friends* | *CON-FINE*

Clients/Partners: *Otium, arti compositive* | *Mario Brunello* | *Uponadream Studios* | *Daniele Costa* | *Aleksandr Sokurov* | *Dimitri Feltrin* | *Puppetworks Animation Studio* | *Sonotrigger* | *Agnese Spolverini* | *ISTRESCO*

Additional experience as **Sound recordist, designer, editor and re-recording mixer** at CheeseMoon Productions

Technical Proficiencies

Software: Nuendo, Cubase and WaveLab, Reaper

(different degrees Wwise, FMOD

of proficiency)

Native Instruments Komplete, Spectrasonics Omnisphere, Propellerhead Reason

Plugin Suites including Waves, Soundtoys, FabFilter, iZotope, Steinberg, Melda...

UE 4, Unity

Perforce, Git

Adobe Premiere and Audition

Sound Design Warfare (weapons, gear, battlefield, fight)

Styles:

Sci-fi (weapons, UI, machinery, backgrounds, vocalization),

Fantasy (magic, UI, creatures)

Comedy (movements, accents, UI)

Sound

Disciplines:

Field Recording, Foley, Synthesis (VST), Dialogues Editing and Post Production, Re-recording mixing

Education & Credentials

Bachelor's Degree in *Multimedia Sciences and Technologies*, University of Udine, Pordenone, PN

Final dissertation: *Il suono e lo spazio – Metodi e tecnologie contemporanei, dalla registrazione alla diffusione*
(*Sound and space – Contemporary techniques and technologies, from recording to diffusion*)

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Trainings & Certifications

Various workshops focused on game audio, arranged by Verona Game Audio (ALoud Verona)

Music Production Masterclass, Sabino Cannone, Montebelluna, Italy

Location Sound Recording, Matteo Bennici, Video Sound Art Festival, Milano, Italy