

Davide De Cristofano

Music Composer & Sound Designer

Work Experience

Runeheads [2023]

Lead Music Composer and Sound Designer for Videogames. Equipe meeting on *Discord*, Pipeline Management with *Fork* and Audio Implement on *Fmod*

Sounzone [2 years term]

Music Composer and Producer for Trailer and Library Music, spacing from Ethnic to Sci-Fi, taking part to *Artist Calls* and *Labs* with major clients

Pokémon Go - Raid Italia [2022]

Arranger and Producer of some of the most famous Pokémon themes for *Raids* taking place in Italy. Approved and Licensend by **Nintendo Italia**

Ermenegildo Zegna [2021]

Music Composer and Producer of Seasonal Promo for this legendary fashion label working as a team along with Video Dept.

Education History

Scientific High School Degree

Year of Graduation: 2011

Steinberg Cubase Certified Pro User

Year of Certificaton: 2021

Scuola Comics - Sound Dept.

Year Of Graduation: 2021

30 Cum Laude / 30

AIV ACADEMY - Trailer & Library Music

Year of Certification: 2022

Contact Info

Click [here](#) for my portfolio

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Relevant Skills

- **Cubase**
- **Other DAWs**
- **Izotope RX**
- **Fmod**
- **Wwise**
- **Audio Editing**
- **Voice Over**
- **Foley Recording**
- **Unreal Engine**
- **Arrangement and Orchestration**
- **Office Suite**
- **Team Work**