

Cristian Giordano

Technical Audio Designer | Unity & Wwise | Gameplay Audio Systems

Barcelona, Spain | cristian.giordano.1984sa@gmail.com | [LinkedIn](#) | [Gameplay Audio Technical Breakdowns](#) | [Music Portfolio](#)

PROFILE

Technical Audio Designer specialized in gameplay-driven audio systems that communicate gameplay through sound rather than traditional UI.

EXPERIENCE

TECHNICAL AUDIO DESIGNER & GAMEPLAY AUDIO IMPLEMENTATION | PROJECT H

Independent | 2026-Present

Developed and iteratively refined gameplay-driven audio systems for a first-person psychological horror prototype built in Unity and Wwise.

- Designed gameplay-driven audio systems where sound acts as the primary source of player feedback, replacing traditional UI with systemic, diegetic communication.
- Built real-time audio feedback systems to communicate player state, environmental changes, and gameplay events.
- Designed an audio-first feedback system for an invisible enemy using footsteps, spatial cues, distance filtering, and synchronized footprint decals.
- Developed an event-driven noise and AI perception system where movement, breathing, flashlight use, and stress dynamically influence enemy detection.
- Integrated dynamic audio occlusion using Unity and Wwise RTPCs to improve spatial awareness and environmental consistency.
- Designed modular gameplay and audio architectures using Scriptable Objects and Game Events to improve scalability, maintainability, and iteration speed.

RESEARCH INTERN - VR ENVIRONMENT & TECHNICAL IMPLEMENTATION

Event Lab, Barcelona | Feb 2025-Aug 2025

- Assisted in debugging, optimization, and validation of immersive VR environments developed in Unity.
- Worked on technical scene implementation, shading, texturing, and environmental setup for experimental VR applications.
- Collaborated with a multidisciplinary research team on interactive systems, scene reliability, and technical troubleshooting.

RESEARCH INTERN - VIRTUAL HUMANS & MOTION CAPTURE

PERCRO Lab, Pisa | May 2024-Aug 2024

- Contributed to audio-visual interaction design for web-based virtual humans using Italian Sign Language.
- Participated in motion capture recording sessions, system testing, and interaction validation workflows.
- Supported refinement of user-facing interaction systems with attention to clarity, timing, and multimodal feedback.

COMPOSER & SOUND ARTIST | FILM MADE ONLY BY MUSIC

Independent | 2025-Present

- Produced cinematic and immersive audio projects focused on emotional pacing, sound design, and environmental storytelling.
- Managed composition, synthesis, sound editing, mixing, and mastering workflows.
- Released original music projects and managed the complete production pipeline from composition to final master.

TECHNICAL SKILLS

Programming: Unity • C#

Audio: Wwise • RTPCs • States • Switches • Music Segments • Unity Integration

Gameplay Systems: Player Feedback • Gameplay Readability • AI Perception • Event-driven Architecture

Creative: Mixing • Mastering • Foley • Interactive Music

EDUCATION

Master's degree in digital Humanities - University of Pisa, 2025 | Focus on programming, virtual environments, human-centered design, UI/HCI principles, and Unity-based interactive systems.

Bachelor's degree in Disciplines of Entertainment and Communication - University of Pisa, 2018-2022 | Background in art, communication, media theory, and collaborative creative processes.

Arturo Toscanini State Conservatory of Music - Piano Studies & Music Theory | Formal training in piano, music theory, and musical interpretation.