
Andrea Abbruzzese

Curriculum Vitae

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SOUND DESIGNER

ENGINEER, RECORDIST, EDITOR

Website : <https://www.a-a-sound.com/>

2018: BA in “Sound Design for Media” at Ravensbourne university (London)

Graduated sound design specialist with a natural flair for sound experimentation and love for discovery, with skills that range in multiple audio fields and a general love for vibrations. Audio world lover inspired by any new approach in sound modulation and creation, with a solid knowledge in many audio technologies, recording techniques and an exceptional attention to detail, accuracy and professionalism.

With me you will find an audio enthusiast, hard worker and a natural creative.

Skill summary

Skills with:

Audio Integration platforms (Unity,Wwise,Fmode)

DAW such as Protools, Reaper, Ableton, Audition

Audio recordings in professionals studio environments

Programming and patching with Max msp and TouchDesigner

VST audio creation on Synthmaker

Audio editing and mixing

Foley (recording and editing)

Field recordings

Room acoustic, microphone placement and sound system calibration

Speaker design and crossover design (WinISD for enclosure design , Xsim for crossover design)

Experiences

(2017 - Present) Freelance sound designer (London)

Sound recording and audio post production

- Field recording and audio implementation

Working for different architectural studio labs like ScanLab to implement audio in their 3d renderings

- Sound editor, SFX editor, Foley:

Working with other crew members in sound mixing for film and collecting and organising a personal foley library

- Boom operator and Sound mixer

Working in teams led by experienced sound mixers in high budget films

- Sound editing, voice over studio recordings

Sound editor and of voice over recordist in professional studio environments

(2016-Present) Freelance Sound Engineer (London)

- Freelance work for musicians/bands for live and studio recordings

Working in professional studio environments to satisfy clients sonic requests

- Working as sound engineer in music venues

Sound Engineer for clients like Pizza Express Live in Soho or Toulouse Lautrec Jazz bar

- Loud speaker design

Built my own DIY sound systems experimenting with different enclosure system, experience with WINisd for enclosure design and Xsim for Crossover simulation

Other Experiences

(2019 - Present) DIY Sound art projects

Working with nodes based softwares like Touch Designer and Max msp, to develop sound installations with the art collective M.O.B.

(2017 - Present) Co founder/Art director: M.O.B

M.O.B (moments of bliss) Is a London base art collective and experimental music label that fuses arts and music in its events across London (<https://www.facebook.com/MOBmusiclondon/>)

Education

2019 - Unity: developer course (Online)

2018 - BA in “Sound Design for Media” at Ravensbourne university (London)

2016 - Sound Engineering and Music production at Dubspot (New York)

Related passions

- Record collector and IDM and Experimental music producer

Deep passion for all kinds of eccentric and exotic sounds, I have a 2000+ record collection of many experimental genres, I also produce experimental electronic music under Abru alias (I also play analog live shows)

- Field recordings of remote areas

Collection of 20+ personal location recordings in different part of UK and Europe, with this passion I have developed confidence and better understanding of recordings in open area environments.