




ANDREA BARBACCIA


COMPOSER/SOUND DESIGNER

PROFILE

I'm a Composer and Sound Designer with a background in Video Game audio and a strong passion for Immersive Soundscapes. I got my start in Music Production as a teenager and have spent years honing my craft across Music Composition, Audio Editing, Production and Design. Blending creativity with technical skill, I'm always eager to push boundaries in Music and Sound Design and further my Professional Growth.

CONTACTS

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 <https://www.andreabarbaccia.com>

SKILLS

- Logic Pro X, Ableton Live, Pro Tools, Cubase
- Orchestration and Arrangement
- Mixing and Mastering
- Dialogue Editing
- Analog and Virtual Synthesizers
- Unreal Engine 5
- Blueprints
- Audio Recording
- Wwise and FMOD Middleware
- iZotope RX
- Trello
- Mac OS and Windows

WORK HISTORY

COMPOSER/SOUND DESIGNER (2023 - ONGOING)

Freelance

Composer and Sound Designer for Video Games, Trailers and Commercials

AV TECHNICIAN (2023 - ONGOING)

Freelance

AV Technician for International Conferences

AUDIO ENGINEER (2022)

Graduation Internship - EMA Vinci (Fibbiana)

Audio Engineer focused on Orchestral and Classical Music

LANGUAGES

Italian: Native Language

English: Professional

FEATURED PROJECTS

LITTLE WITCH'S BREWING BOUTIQUE (2025)

(Cos) Time - Global Game Jam 2025

Created Soundtrack and SFX for "Little Witch's Brewing Boutique" video game, our team placed in top 3 in different categories including best audio

STRISCIA LA CARCASSA (2024) TheScostumati - ItaloCurso Game Jam (Remote)

Created SFX for "Striscia la Carcassa" video game, streamed on different occasions during Halloween period

GUNPYRE (2024) Spooky Coffee (Remote)

Created Soundtrack and SFX for Action Twinstick Shooter "Gunpyre" videogame.

COFFEE BREAK (2024) Sin (Time) - VirtualVerse Game Jam (Remote)

Created Soundtrack and SFX for "Coffee Break" videogame. our team won First Prize with a special mention for "exceptional audio"

STACKS:SPACE! (2023) Stacks Engine (Remote)

Created Soundtrack for "Stacks:Space!" videogame

EDUCATION

AIV - ACCADEMIA ITALIANA VIDEOGIOCHI - REMOTE

Professional Course

Main activities: Sound Design, Composition, Unreal Engine 5, Blueprints, FMOD

FONDAZIONE SCUOLA APM - SALUZZO (CN)

Post Diploma degree in Music Production

Main Activities: Orchestration, Arrangement, Synthesis, Recording, Mixing, Scoring to Picture

I.T.C. E. FERMI - EMPOLI (FI)

Diploma degree in Economy and Computer Science

Main Activities: Informatics, Economy, Civil Law

INTERESTS & HOBBIES

- Naturalistic Photography
- Soulslike lover
- Tabletop RPGs (D&D and Cyberpunk RED on top)
- Sci-Fi and Fantasy/Dark Fantasy are my favorite Films and TV Series genres
- Magic:The Gathering Player
- Dog Lover