

FEDERICA ALFANO

SOUND DESIGNER

Sound Designer with about 3 years of professional experience in Game Audio and already credited on two AAA videogame.

I've been able to participate in the creation of a sound identity for several projects. Analytical, curious, structured and ambitious, I consistently work to achieve my goals.

Being also a developer, I am passionate about new technologies and problem solving.



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EXPERIENCE

Audio Designer - Grade 1



Playground Games - Leamington Spa, UK February 2025-Today

Sound Design and implementation for Forza Horizon project

Sound Designer



Black Shamrock - a Virtuos Studio, Dublin January 2024-January 2025

Sound Design, Mixing and Wwise/Unreal Engine 5 implementation for The Elder Scrolls IV -**Oblivion Remastered**

EDUCATION

Master Degree MAAAV

Music and Sound Design for Visual Arts

University Lyon 2 Lumière (2020-2022)

Bachelor Pro in Web development, design and marketing

HETIC (2017-2020)

Bachelor Philosophy and Logics

University Paris 1 Panthéon-Sorbonne (2014-2017)

Junior Sound Designer



Ubisoft Ivory Tower, Lyon

September 2022-November 2023

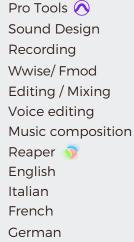
• Sound design, recording, mixing and music editing for The Crew 2 and The Crew Motorfest (2023) trailers. Sound design and stereo/5.1 mixing on Pro tools

Sound Design and Soundtrack internship

January 2021-September 2022

Soundtrack composition, sound design and mixing (stereo/5.1) for school projects

SKILLS





Frontend Developer



Ouihelp, Paris

June 2019 - September 2020

Frontend development and Product Management. Technical Stack: React and Python



Superpitch, Paris

June 2018 - June 2019

Frontend development, UX/UI Design and Sound Design for videos. Technical Stack: Vue.js and Node.js

PASSIONS

- Playing Celtic music on my lever harp
- Starting a new RPG
- Going to the **movies** with friends
- Travelling to experience new cultures
- Reading self-help books
- Knitting wool sweaters