

# LUCA FUSI

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## TECHNICAL SOUND DESIGNER

### WHO AM I?

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Self-directed, quick-learning and adaptive **sound designer** for games. Passionate advocate for strong technical sound design with a special place in his heart for Audiokinetic's Wwise. Hates sitting still, loves finding solutions to problems large and small, tricky and mundane. Thrives on teams—strong communicator with a background spanning multiple sides of game development, including management and QA.

### FEATURED EXPERIENCE – AUDIO

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SORTED BY RELEVANCE

#### TECHNICAL SOUND DESIGNER – PLANTS VS. ZOMBIES: HEROES (IOS, ANDROID)

Lead sound and systems designer for this gameplay evolution of one of PopCap's flagship franchises. Matched and evolved existing brand aesthetic (PvZ2, PvZ:GW), creating unique and coherent sound kits for the game's heroes and villains, in addition to reward and interface UI, various front line fighters and more. Principal architect and keeper of the game's Wwise project. Spec'd and oversaw systems implementation alongside developers and the rest of PopCap's killer audio team. Managed outsourcer pipeline including feedback, direction and revisions.

FEB 2015 –  
MAY 2016

#### SOUND DESIGNER – PROJECT SPARK (WIN 8.1, XBOX ONE)

A design contract that evolved into ownership over and insight into every audio system in the game. Created, implemented and tuned a broad palette of sounds—fantasy, magic, pick-ups, sci-fi, combat, ambience, UI—while guiding systems design, Wwise project structure and practices and audio representation across the entire studio culture. Even did a little scripting.

JAN 2013 –  
DEC 2014

#### SOUND DESIGNER / IMPLEMENTER – WABI SABI SOUND

Content design and implementation for several high profile projects. To date:

- **THE WITNESS (JONATHAN BLOW – PS4)** – Implemented and balanced environmental and player sounds across the island using Thekla's in-house engine. Designed quad-channel ambiences and point emitters.
- **NORDS: HEROES OF THE NORTH (PLARIUM – PC / IOS)** – Designed sound palette and delivered full suite of fantasy sounds, buildings, stingers and UI for this resource management game. Managed client relationship independently.
- **SKYFORGE (OBSIDIAN – MMO / PC)** – Created asset lists and designed a comprehensive soundscape for the game's Scavenger class, including weapon swings, particle effects, spells and specials.
- **LICHDOM: BATTLEMAGE (XAVIANT – PC)** – Created asset lists and designed sounds for the game's Ancient Golem character, a ceremonial statue given breath by evil magics. Swings, strikes, blocks, movement, special attacks.

JUL 2014 –  
MAR 2015

#### ADDITIONAL PROJECTS \*

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Sound design, editing, mixing, production audio and technical consultation for various projects.

JAN 2011 –  
PRESENT

- **DEUS EX: HUMAN REVOLUTION, "REVENGE" (TRAILER, 5.1)** – Full sound redesign on an EIDOS Montreal E32011 trailer. Designed guns, explosions, Foley, sci-fi devices/UI, various SPFX/stingers. Composed music. Hired / coached voice talent. Mixed and delivered in 5.1.
- **AUDIBLE.COM (AUDIOBOOKS)** – Cleaned, edited, paced and packaged several books for delivery.
- **OPUS POCUS (UNITY)** – Planning, recording, design, delivery for a unique open-book platformer.
- **ZOO HERO (IOS)** – Asset recording, design, delivery for a cartoony pong title.
- **ORGANIC PANIC (STEAM)** – Special attacks, weapons, Foley and more for a physics platformer.
- **STREET TRACE: NYC (XBLA)** – Jack of all trades: sound design, implementation (XACT), voiceover recording, level editing and tuning.
- **LINEAR MEDIA:** Design, editing, production and post-production across dozens of projects—48hr film festivals, student works, web series—in styles ranged from rom-coms to Blade Runner to Tarantino-esque gore-fests. Inquire for further details.

## OTHER WORK EXPERIENCE (PROJECT MANAGEMENT, QA) \*

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- **WB GAMES KIRKLAND** – Gameplay balance / design QA for Guardians of Middle Earth, a licensed XBLA title in the vein of titles such as League of Legends and Dota 2. Early Metacritic scores placed GOME around 85, now settled to ~75.
- **WANDERFLY, LLC** – Project management / QA through the launch of this travel inspiration startup. Formerly one of Time's "10 NYC Startups to Watch", top startup by Entrepreneur – recently acquired by TripAdvisor for an undisclosed sum.
- **LIFETIME ENTERTAINMENT** – Managed popular (500,000+ users) web title for this women's television network and online games portal. **JAN 2005 – PRESENT**
- **LONGTAIL STUDIOS** – Mobile games producer / project manager.
- **GAIA INDUSTRIES** – Game designer, writer, sound designer and wearer of many hats for a small Xbox Live Arcade developer that nonetheless managed to pull a full development deal from Microsoft in 2005.
- **LAYERFRAME, INC**– Project management / business development for a boutique digital design agency. Helped bring company from one-man bedroom operation to ~\$15,000 avg. gig small agency.

## EDUCATION

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- DIPLOMA in SOUND DESIGN FOR VISUAL MEDIA**  
**Vancouver Film School;** Vancouver, BC, Canada **OCT 2010 – OCT 2011**  
*Class Representative*
- BACHELOR'S OF SCIENCE in COMMUNICATION STUDIES**  
**New York University;** New York, NY **SEPT 2001 – MAY 2005**  
*GPA: 3.65 on a 4-point scale, Magna Cum Laude.*

## SKILLS AND TOOLSETS

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- **OPERATING SYSTEMS:** Windows 7 / 8 / 10 (+ Installation / Troubleshooting), Mac OS X
- **ENGINES:** Unity 5
- **IMPLEMENTATION:** Audiokinetic's Wwise, FMOD / Unity (Basic), Various Unspeakably Terrible Tools
- **VARIOUS PLUGINS:** SoundToys, Waves, FabFilter, Izotope, S-Layer, Algorithmic Reverbs
- **SOUND DATABASES:** Soundminer, IFoundASound
- **DAWS:** Reaper; Nuendo; Digidesign Pro Tools Certification (PT 8—11, TDM); Adobe Audition;
- **SCRIPTING:** Basic Python, BAT Scripting
- **"BUILDING BLOCK" DSP:** Cycling 74 Max/MSP (basic, built a generative music engine); Kyma (basic)
- **MIXING / DELIVERY FORMATS:** 5.1 Surround, LCRS, Dolby
- **PRODUCTIVITY:** Microsoft Excel, Microsoft Word, Microsoft Outlook, Microsoft Project, Visual Studio
- **FILE MANAGEMENT:** FTP, SVN, Team Foundation Server
- **PROJECT MANAGEMENT METHODOLOGIES AND TOOLS:** SCRUM, Hansoft, Waterfall, Disorganized Chaos