



Lautaro Dichio


Technical Sound Designer

Contact

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About Me

Technical Sound Designer with hands on experience implementing and debugging interactive audio systems in Unreal Engine and Unity. I work across middleware integration, gameplay audio behaviors, documentation, and cross disciplinary collaboration, building maintainable audio solutions that connect sound design with technical production needs.

Education

Ph.D. in Science and Technology, in progress

National University of Quilmes + CIC - 2022 - present

Research focus: game audio, interactive audio systems, and educational videogame development in Unreal Engine, Unity and Wwise.

B.A. in Music and Technology

National University of Quilmes - 2013-2021

Focus: game audio, audio programming, and sound design for 3D videogames and virtual reality.

Technical Skills

Audio Middleware

- Wwise, FMOD

Game Engines & Audio Implementation

Unreal Engine, Blueprints, MetaSounds, Unity

Programming & Scripting

- C++, C#, Blueprint Scripting

Audio Systems & Workflow

- Audio implementation, debugging, runtime audio behaviors, adaptive mixing, technical documentation

Version Control & Collaboration

- Git, Perforce

Audio Production

- SFX Design, Adaptive Music, Mixing, Reaper, Ableton Live

Languages

- Spanish: Native
- English: Advanced, professional working proficiency

Relevant Experience

Technical Sound Designer, Technical Implementer

DustBusters, The New Team Games

2024 to Present

- Led the full audio implementation of the project in Unreal Engine using Blueprints and C++.
- Designed adaptive room based audio systems using proximity filters and gameplay triggers.
- Implemented flexible audio logic with MetaSounds and Blueprint driven audio behaviors.
- Developed a dynamic mixing structure to support cooperative gameplay, clarity, and spatial perception.
- Documented audio systems and implementation workflows to support iteration and collaboration across the team.

[Dustbusters Website](#)

Sound Designer - Technical Implementer

TBA - En desarrollo (Silverline Studios)

2026 - present

- Design sound effects and implement interactive audio systems in Unity.
- Coordinate the audio area of the project, aligning priorities, needs, and implementation goals with the development team.
- Organize audio workflows and production follow up to maintain consistency across the project.
- Document audio structures, implementation criteria, and technical processes to support iteration and scalability.

Senior Technical Sound Designer

Eggscape (3DAR)

2023-2024

- Designed and implemented a spatial voice chat system for local and online multiplayer using Unity and Wwise.
- Researched technical solutions, collaborated with developers and support teams, and built a fully functional audio prototype.
- Delivered a modular and scalable implementation aligned with gameplay and production needs.
- Supported debugging and integration tasks to ensure reliable in game audio behavior.

[Eggscape website](#)

Technical Sound Designer - Jr Developer

Misión Salud - Educational Game (UNQ)

2023-2024

- Led the full implementation of the audio system in Unreal Engine using Wwise.
- Designed adaptive mixing behaviors driven by gameplay states and in game context.
- Programmed core gameplay logic and systems using Blueprints and C++.
- Collaborated with developers and subject matter specialists to align audio implementation with project needs.

[Misión Salud Website](#)

Relevant Experience

Creator, Wwise Basic Tools

Personal Technical Audio Toolkit

2023-2024

- Designed and developed a set of Wwise tools to support audio implementation workflows and reduce repetitive setup tasks.
- Built features aimed at improving speed, consistency, and usability for sound designers working with middleware integration.
- Focused on practical tool development for real production and teaching contexts, with attention to maintainable workflows and clear documentation.
- Structured the toolkit to support scalable audio implementation practices across different project needs.

Game Audio Programmer, Game Audio Game

Doctoral Project, UNQ + CIC

2023-2024

- Developed an educational game focused on interactive audio implementation in Unreal Engine.
- Built gameplay systems and audio behaviors to explore adaptive and technical game audio concepts.