



Ldichio.com.ar

SKILLS

Sound Design
Game Audio Implementation
Recording, Mixing and Mastering
Studio recording
Composer and Musical Production

SOFTWARE

Wwise / Fmod
Unreal Engine (5) / Unity
Reaper / Ableton Live
C# / C++ (Basic knowledge)
Git / Perforce

SOFT SKILLS

Collaboration
Effective Communication
Passion for Teaching
Innovation
Adaptability
Analytical Thinking
Creativity

SPECIALIZATION

Interactive music composition – Ludum
Audio for Videogames - UNA
Art and Experimental for games – UMSA
Art and Videogames– PROA

AWARDS

UNQ Innovation Award (2019 - 1st Place)
Design | VR Audio Game: Sinestesia

ADDITIONAL

Member of UNR Investigation Project:
Sound Signification

Participant, Gamelab Maimonides
University and Game On! El arte en
juego. Project: Percepción. Sep - Dec
2022.

Creator/Administrator of Audio for
Videogames Argentina (AVA): Online
audio dev community focused on
providing digital alternative spaces of
education.

LANGUAGES

English – Advance
Spanish – Native



CONTACT

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Lautaro Dichio

Passionate educator and experienced Audio Engineer dedicated to advancing digital education through immersive sound design for videogames.

Teaching Career

UNA – NATIONAL UNIVERSITY OF ARTS

Adjunct Professor | March 2022 – Present

Subject: Introduction to audio for videogames. Diploma in music for videogames.

- Analyzing emotions and composer intent in game music.}
- Studying music types and functions within games, including transdiegetic contexts.
- Exploring sound spaces and conducting musical analysis.
- Investigating looping, compositional strategies, and their narrative impact.
- Evaluating adaptive music techniques and their role in enhancing player immersion.

Subject: Audio Production Laboratory for Video Games. Diploma in music for videogames.

- Personal Project Development: Guidance and supervision of individual projects utilizing FMOD and Wwise.
- Music Integration with Wwise: Instruction on the use of Wwise for music implementation within interactive media.
- Version Control with Git: Comprehensive training in managing Git repositories and workflows.
- Aesthetic Strategies in Sound Design: Exploration of creative strategies for initiating and developing sound design projects.
- Implementation in Unreal Engine: Hands-on teaching of sound design implementation techniques using Unreal Engine.

UNQ – NATIONAL UNIVERSITY OF QUILMES

Adjunct Professor | March 2022 – December 2022|.

Subject: Sound design for videogames. Music and Technology degree.

- Investigating looping, compositional strategies, and their narrative impact.
- Evaluating adaptive music techniques and their role in enhancing player immersion.
- Personal Project Development: Guidance and supervision of individual projects using FMOD and Wwise, focusing on sound design creation.
- Music Integration with Wwise: Instruction on implementing music in interactive media, emphasizing sound design principles.
- Aesthetic Strategies in Sound Design: Exploration of creative approaches for initiating and developing sound design projects.
- Implementation in Unreal Engine: Hands-on teaching of sound design techniques in Unreal Engine, emphasizing practical implementation.

Education

National University of Quilmes – CIC

Ph.D. in Science and Technology, 2022- present.

Specialization: Game-based learning in higher education: Design and development of a video game platform for teaching music and technology.

National University of Quilmes

Degree in Music and Technology 2013 – 2021.

Specialization: Foley-ambience hybridization in the context of three-dimensional videogames and virtual reality.

Academic Publications

Proceedings of the XVIII Argentine Congress of Acoustics 2023 (AdAA2023).

Title: Game Audio Game: Videogame based learning in university music and technology education"



Fourth issue of Game Studies at the Center for Design and Communication Studies, UP.

Title: "Sound perception as a framework of analysis: processes of hybridization between ambience and foley in video games".



Thesis for the Degree in Music and Technology, National University of Quilmes.

Title: "Foley-Ambience Hybridization in Three-Dimensional Videogames and Virtual Reality".

