



# Lautaro Dichio

## 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  
Communication  
Passion for Teaching  
Innovation  
Adaptability  
Analytical Thinking  
Creativity

## EDUCATION

**Ph. D Game Audio Development**  
UNQ | 2022 – present.  
SPE: Videogames, programming  
and virtual reality  
[Link to academic Resume.](#)

## Audio Technology

UNQ | 2013 - 2018  
SPE: Musical production, audio  
programming, videogames, and virtual  
reality

## 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

## LANGUAGES

English – Advance  
Spanish – Native



## CONTACT

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## ABOUT

Highly motivated Audio Engineer with 3+ years of experience crafting immersive and engaging audio experiences for multiplayer and VR games.

## Work History

### UNQ – QUILMES NATIONAL UNIVERSITY

Technical Sound Designer - Junior Unreal Engine Game Programmer | March 2024 – Present.

- Programmed and designed core game mechanics that accurately reflect real-world nursing scenarios and challenges, ensuring the game's educational value and relevance.
- Collaborated closely with experienced nurses to refine game mechanics and ensure they align with nursing education standards and best practices.
- Crafted interactive dialogue systems that enhance the narrative, player interaction, and student engagement, fostering a deeper understanding of nursing concepts.
- Incorporated sound design and audio elements to create an immersive and impactful learning environment that resonates with nursing students.
- Designed music systems that complement gameplay, reinforce the game's educational messages, and promote a focused and engaging learning atmosphere.
- Maintaining comprehensive project documentation, ensuring clear communication and collaboration among team members to deliver a game that effectively meets the needs of nursing patients.

Game: Health Mission (Under development): [Website.](#)

### CIC - COMMITTEE FOR SCIENTIFIC RESEARCH

Junior Unreal Engine Game Programmer | Sep 2022 – Present.

- Designed and programmed an educational game utilizing Unreal Engine, leveraging my expertise in game mechanics and audio design to create an interactive learning experience.
- Developed innovative audio mechanics for Game Audio Game, enhancing the educational value and overall gameplay experience.
- Contributed to the development of a game that will be used to teach university courses in video game audio development.
- Demonstrated proficiency in Unreal Engine, game programming principles, Wwise, and game design, showcasing my ability to apply technical skills to create meaningful and impactful projects.
- Evaluated the impact of Game Audio Game on the effectiveness of teaching video game audio design concepts in university courses.

Game: Game Audio Game (Under development): [Website.](#)

### 3DAR

Senior Technical Sound Designer | Nov 2023 – Feb 2024 (Limited Contractor).

- Developed a spatialized multiplayer voice chat system, enhancing in-game communication. Leveraged Unity and Wwise for immersive integration.
- Utilized specialized expertise to troubleshoot and debug Wwise integration, ensuring seamless audio performance and optimal functionality.
- Focused efforts on refining VR sound spatialization, optimizing immersion and realism through precise sound attenuation and reverberation.
- Collaborated closely with development teams to integrate audio solutions effectively, ensuring cohesive audio integration throughout Eggscape's development.

Game: Eggscape (Under development): [Website.](#)