

Nicholas A. Rosaci

Sound designer

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EXPERIENCE HIGHLIGHTS

Freelance Sound Designer

Mar. 2020-Present

Currently contributing to the development of a mobile game (AstroBattlersTD by [Nighthouse Games](#)), including the creation of comical sound effects from sound libraries and personal recordings, and implementing sound design into the game via FMOD into Unity. For the first enemy, I've [recorded VO efforts and unique Foley for characteristic enemy sounds](#). Working closely with the programmer and animator as the game develops.

Contracted as a sound designer for an as-yet announced company, creating custom sound effects and atmospheres for fantasy-themed storytelling. My creation of a gelatinous cube (utilizing mostly simple recordings of wet mops and sponges, as well as squished fruit with reverb and wide stereo panning) received especially high praise.

Spent countless hours recording sound effects, both in my home studio, professional studio, and in the field. Notable recordings include using my bass bow to get magic sounds from wine glasses; striking a tin food storage can to create dozens of unique sounds, sticking my microphone in a vacuum cleaner hose and recording passing vehicles, and [screaming football audibles, calls, and celebrations for my Madden '21 audio redesign](#).

Participated in a few game jams, most recently a local space-themed game jam in September 2021, which included representatives from NASA, Space Florida, and US Space Force. The game we created was based in real-world concepts of space travel, and my sound effects were created with sounds I recorded in the facility (Orlando Science Center). I was also credited as the composer. As I improve my skills, I am becoming more active in game jams.

For redesigns, I've created unique sound effects, including stacking a number of effects (including repitching, phaser, flanger, and distortion) to [create an underwater scene using a single electronic beep](#); [turned my dog's growl into a demonic roar using repitching, reverb, and time stretch](#); and [recreating a robin's birdsong using simple pitch and timestretch editing](#).

OTHER EXPERIENCE

[Freelance Musician](#)

Mar. 1999–Present

- Working as a professional musician, performing on stages around the world, occasionally with [household name performers](#).
- Work as a studio musician in studios around the central Florida area, for radio demo recordings and commercial jingles.
- Assist audio engineers in the studio with microphone setup, running cables, tracking, and helping to choose the best takes.
- Arranging, editing, and recording music for private clients, using DAWs, notation software, and video editing programs.

SKILLS SUMMARY

- **Game Engines:** Unreal Engine 4, Unity
- **Integration:** FMOD Studio
- **Digital Audio Workstations:** Reaper (preferred), Acid, Logic, Pro Tools
- **Sound Design:** Field Recording, Studio Recording, Voiceover Recording, Analog Synthesis, Audio Editing
- **Scripting:** C# (Unity), Blueprints (UE4)
- **Source Control:** GitHub, GitLab

EDUCATION

University of North Florida

Fall 2002–Dec. 2005

Bachelor of Music (B.M.) in Jazz Studies
Certificate in Classical Music Performance