



Contact



Phone:
+39 334 759 1110



Email:
riccardomonk.audio@gmail.com



Portfolio:
www.riccardomonk.com

About me

Sound Designer and Audio Engineer with a strong passion and interest in audio implementation for video games and music composition. Motivated to take on new challenges, work in team environments, and contribute to the creation of immersive, high-quality sound experiences.

Languages

Italian	Native
English	B2

Riccardo Monaco

Sound Designer

Skills

- Professional use of DAWs: Reaper and Pro Tools.
- Audio implementation using middleware: Wwise.
- Knowledge of game engines: Unity and Unreal Engine (MetaSounds).
- Sound design (SFX creation), audio recording, editing, and mixing.
- KSP scripting and development of sample libraries.
- Creativity.
- Communication and teamwork skills.

Education

2025 - 2026 | Audio Production Academy, Stockholm

Sound Design and Audio Implementation for Games Course

2021 - 2025 | Saint Louis College of Music, Rome

Bachelor's Degree in Sound Engineering

2025 | Sapienza University, Rome

English B2 Certification

2023 - 2024 | Saint Louis College of Music, Rome

Avid Pro Tools 201 Certification

2014 - 2019 | Liceo Scientifico Vito Volterra, Rome

High School Diploma in Scientific Studies

Work experience

2026 - Present

Sound Designer

Collaboration with the Swedish studio Tyr Audio for the creation and implementation of sound content for interactive media.

2026 - Present

Audio Engineer

Recording, production, and mixing of tracks in collaboration with independent artists, following the process from the recording stage through to the final mix. Also experienced as a live sound engineer, working with digital mixing consoles.

2025

Creation of a Piano Sample Library for Kontakt

Creation of a piano library for Kontakt as a degree thesis project, in collaboration with a professional pianist. Handled microphone setup, sample editing, and instrument scripting using the KSP programming language.