CARLO TUZZA (1987, Italy)

Composer and Sound Designer for video games - film - TV - Professor

Audio Reel: Audio Reel
Video Reel: Video Reel
Official website carlotuzza.com
Facebook https://www.facebook.com/carlotuzza.compositore/
Soundcloud soundcloud.com/carlo-tuzza
Instagram https://www.instagram.com/carlotuzza_music_composer/
IMDb imdb.com/name/nm10405671/

BIO

Carlo Tuzza is a composer and sound designer for Film, TV and Video Games. **Graduated with full marks in Music composition for video games at the Santa Cecilia Music Conservatory**, he always loved the storytelling inside the movie and video games and he found his way to be part of this world with his music. He writes in different genres, from orchestral music to electronic. The love for the movies and video games inspire him everyday to do the best with his compositions and reach the goals of the project. Carlo's abilities as a multi-instrumentalist, his fluency with large scale orchestral scores and make good electronic sound design, combined with his talents in writing pop/rock music and his use of modern music production techniques can give a modern sound to your Film, TV series or Video Games.

PROFESSORSHIP
Professor Sound designand Audio Post-production I and II at Link Campus - Rome

MAIN PROJECTS

VIDEOGAMES
2023 Trailer Project ARM, Bamboo Studio - Composer and sound designer
Trailer: https://shorturl.at/lwBK6
2023 GLOS The Game, IDRA Interactive Studios, Glos International Games Localization School - Composer.
Link to play the game: https://shorturl.at/jDGO1
2023 Sette mondi, IDRA Interactive Studios, Vigamus and University of Rome "Tor Vergata" - Composer and Sound designer.
Link to play the game: https://shorturl.at/jESW4
Link introduction at Rome VideoGame lab: https://shorturl.at/oCOY8
2022 Behind The Light: The Extaordinary Life of Luca Comerio DRA Interactive Studios, Vigamus Foundation and Cineteca di Milano - Composer and Sound designer.
Link to my interview: https://www.cinetecamilano.it/film/3773
Link to play the game: https://www.cinetecamilano.it/film/3249
2021 Dante Naraku Vigamus Academy and Vantan Game Academy (Tokyo) - Composer and Sound designer
Link: https://www.vigamusacademy.com/infinito-3-dante-naraku/
2020 Global Game Jam "Fix You" Original score Carlo Tuzza. AIV Contest best Official Soundtrack

FEATURE FILM
2018 "Onirica" directed by Luca Canale. Music editor

SHORT FILM
2021 "R.I.B." directed by Mattia Filice. Composer, sound designer, mix and master.
2020 "Il mio perché" directed by Mattia Filice. Composer.
2019 "Dark people" directed by Denny Gagliardi. Composer.
2019 "My hero – last mission" directed by Luca Moncalvo. Composer

SPEECH and TALK
2023 Unreal Engine Meetup Rome #17 - Combat Carols, Spazio Rossellini, Rome, Latium (I)
2023 Videogames as a means of entertainment between culture, education, and communication: potentials and products that have made history, Online, Gamesvillage (Twitch)
2022 Sette Mondi announcement, Rome VideoGame Lab, Rome, Latium (I)
2022 Behind the Light - The Extraordinary Life of Luca Comerio, Academy of fine Art of Rome, Rome, Latium (I)
2022 Luca Comerio: an interactively lived story, Online

EDUCATION
2020 Master in Music composition for video games. Final grade: full marks with distinction. Santa Cecilia Music Conservatory, Rome, Italy. (I) 110/110 cum laude
2019 RSL awarding the contemporary arts Level 3 certificate in popular music performance. Grade 8 - electric guitar. Turin
2014 *Master's Degree in Graphic Design,* Fine Arts Academy. Final grade: full marks with distinction**.** Catania, Italy. (I) 110/110 cum laude
2011 Bachelor's Degree in Graphic Design, Fine Arts Academy. Catania, Italy. (I) 110/110
2012 Educational qualification II level in rock fusion with Micheal Mellner, C.E.S.M. (Centro Etneo Studi Musicali), Catania (I)
2010 Educational qualification I level in music theory/harmony and solfeggio with Alberto Fidone, C.E.S.M. (Centro Etneo Studi Musicali), Catania (I)

MASTERCLASS
2018 Midi orchestration, con **Stefano Caiazzo**, perform school, Turin, Piedmont (I)
2018 Music production, con **Stefano Caiazzo**, perform school, Turin, Piedmont (I)
2018 Music business, con **Alessandro Liccardo**, perform school, Turin, Piedmont (I)
2018 Ear training, with **Sara Venturino**, perform school, Turin, Piedmont (I)
2018 Music History, with **Francesco Vecchia**, perform school, Turin, Piedmont (I)
2017 Electric guitar and jam, with **Massimo Varini**, Galleria dei suoni, Turin, Piedmont (I)
2017 Electric guitar and jam, con **Neil Zaza**, X4m perform school, Turin, Piedmont (I)
2017 Funk guitar, con **Rick Latham**, X4m perform school, Turin, Piedmont (I)
2017 Electric guitar and music production, con **Corrado Rustici**, X4m perform school, Turin, Piedmont (I)
2017 Guitar (**Riccardo Bertuzzi**), Bass Guitar (**Federico Malaman**) Drum (**Ricky Quagliato**), con **Malafede Trio**, Galleria dei suoni, Turin, Piedmont (I)
2017 Mix techniques, con **Roberto Maccagno**, Libero Sound, Turin, Piedmont (I)
2015 Electric guitar, rock fusion with **Alex Hutchings**, MMI (Modern Music Institute), Siracusa (I)
2013 Electric guitar, music theory/harmony, con **Marco Sfogli**, C.E.S.M. (Centro Etneo Studi Musicali), Catania (I)
2012 Electric guitar, music theory/harmony con **Micheal Mellner**, C.E.S.M. (Centro Etneo Studi Musicali), Catania (I) **2010** Sound design e guitar FX con **Luca Galeano**, C.E.S.M. (Centro Etneo Studi Musicali), Catania (I)
2010 Electric guitar, music theory/harmony, jam con **Andy Timmons**, C.E.S.M. (Centro Etneo Studi Musicali), Catania (I)

SOFTWARE
DAW: Nuendo, Cubase, Reaper.
Sound design/Recording: Field Recording, Studio Recording, Post-Production audio, Music mixing.
Middleware: Wwise (101 sound design, 201 interactive music, 251 performance optimization, 301 implementation in Unity), FMOD (sound design, interactive music and implementation).
Engine: Unity, Unreal.
Adobe Suite: Photoshop, Illustrator, InDesign, Premiere, Dreamweaver.
Mixed Tools: Microsoft Office, Windows, MacOS.