
LEONARDO MAZZELLA

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PROFILE

I'm a passionate composer and Sound Designer with a love for technologies and narrative-driven projects. I'm currently working as a freelance composer, sound designer, and mix engineer.

I'm specialized in Composition for games, Sound Design, Music mixing and implementation using audio middlewares. I have years of experience in music production, MIDI mockups, score orchestration and preparation, and use of Digital Audio Workstation. I extensively use modular synthesizers, analog hardware and any other modern technology to enhance the quality of my production and give it the sound in which I recognize myself. Other than working with audio and games, I am a passionate figure ice skater, animal lover and pretty much any other sports supporter.

SKILLS

Avid Pro Tools

Steinberg Cubase

Audiokinetic Wwise

Fmod Studio

Avid Sibelius

Propellerhead Reason

Music Orchestration

Music Composition

Music Mockup Productio

EXPERIENCE

- VIDEO GAME “RIVER TAILS: STRONGER TOGETHER”, KID ONION STUDIO, CATANIA— 2022

I’m currently working on the debut title of Kid Onion Studio “River Tails: Stronger Together” as main Music Composer and Music implementator in FMOD

- VIDEO GAME TRAILER “PROJECT GALILEO”, JYAMMA GAMES, MILAN— 2021

I provided additional arrangement and MIDI sequencing to the Game reveal trailer “Project Galileo”.

- VIDEO GAME “REDOUT II”, 34 BIG THINGS, TURIN— 2021

I worked on the title “Redout II” from the Redout franchise. My duties on this project ranged from Score mixing, Music Implementation in Wwise, and Music Editing, adapting existing music from several external artists to the adaptive music systems implemented in Wwise.

- VIDEO GAME “REDOUT SPACE ASSAULT”, 34 BIG THINGS, TURIN— 2019

I worked on the title “Redout: Space Assault” from the Redout franchise. My duties on this project ranged from Score mixing, Music Implementation in FMOD, UI and HUD Sound Design and Sound Design implementation in FMOD

- VIDEO GAME “REDOUT SPACE ASSAULT”, 34 BIG THINGS, TURIN— 2019

I worked on the title “Redout: Space Assault” from the Redout franchise. My duties on this project ranged from Score mixing, Music Implementation in FMOD, UI and HUD Sound Design and Sound Design implementation in FMOD.

- VIDEO GAME “SONG OF HORROR”, PROTOCOL GAMES, RISER GAMES — 2019

I mixed the score for Protocol games title “Song of Horror”.

- VIDEO GAME “90’S RACIGN GAME”, 34 BIG THINGS, TURIN— T.B.A

I worked on the title codenamed “90’s racing game” covering the role of Music composer of the complete Soundtrack

- VIDEO GAME TRAILER “REPUBLIQUE”, CAMOUFLAJ — T.B.A.

I composed the trailer score for the “Republique” remastered title. Other than producing, composing and mixing the score, I also mixed the trailer for final release.

- SHORT FILM SCORE, ACCADEMIA NAZIONALE DEL CINEMA, BOLOGNA —
2019

I composed the soundtrack for the short film “The Spark” directed by Gabriele Gangemi.

- VIDEO GAME SCORE, 34 BIG THINGS & EVENT HORIZON STUDIOS, TURIN

I wrote the score for the Video Game “Titans: Dawn of Tribes” developed by 34 Big Things s.r.l. and Event Horizon studios.

- GAME CONCERT, TEATRO “CARLO FELICE” & GENOA UNIVERSITY, GENOA —
2018.

I have been involved as a Score Editor for the game concert “Other Worlds: Music for the players” with the Orchestra “Carlo Felice”. Game scores were from Skyrim, Mass Effect, League of Legend, Ori and the blind forest, Redout, Angry Birds, Assassin’s Creed Syndicate and several Final Fantasy Titles.

EDUCATION

- BACHELOR OF PROFESSIONAL STUDIES, BERKLEE COLLEGE OF MUSIC —
BOSTON — 2018

I'm currently enrolled in the Bachelor Degree studies at Berklee college of Music (Online extension) in Music composition for Film, Tv and Games. Expected degree on 2022.

- SEMINAR "MIX WITH THE MASTERS", LA FABRIQUE STUDIOS, SAINT-REMY
DE PROVENCE — 2017

I have been selected for the second time to attend a seminar with Mix Master Alan Meyerson (Hans Zimmer, James Newton Howard, John Powell, Harry Gregson-Williams, Danny Elfman) on Soundtracks mixing and production techniques.

- HOLLYWOOD MUSIC WORKSHOP: COMPOSING FOR VIDEO GAMES, BADEN —
2017

I attended a Workshop with Composer Cris Velasco (Company of Heroes 2, Mass Effect 2 & 3, Bloodborne, Borderlands 1 & 2, H1Z1, Warhammer 40,000: Space Marine, God of War 1 – 3, Tron: Evolution, Darksiders, Clive Barker's Jericho etc.) on interactive scoring for Videogame.

- HOLLYWOOD MUSIC WORKSHOP: CONDUCTING FOR MODERN FILM
SCORING, BADEN — 2017

I attended a Workshop with Composer and Conductor Johannes Vogel ("Inferno" by Hans Zimmer, "The Crown" by Rupert Gregson Williams) on modern techniques for Film Score Conductors.

- HOLLYWOOD MUSIC WORKSHOP: FROM CONCEPT TO COMPOSITION, BADEN
— 2017

I attended a Workshop with Composer and Conductor Joe Kraemer (Mission Impossible-Rogue Nation, Jack Reacher) on Conception, Spotting and Film Scoring Composition.

- HOLLYWOOD MUSIC WORKSHOP: ORCHESTRATION AND ARRANGING,
BADEN — 2017

I attended a Workshop with Composer, Orchestrator and Conductor Conrad Pope (John Williams, Alexandre Desplat, Jerry Goldsmith, Danny Elfman, James Horner and Howard Shore) on Orchestration and Arranging, from basic instrumentation to complete execution of a score and the relevance of arranging techniques for film scoring.

- WWISE 201 CERTIFICATION — 2017

I have successfully completed the Wwise 201 certification "Interactive Music".

➤ WWISE 101 CERTIFICATION — 2017

I have successfully completed the Wwise 201 certification Wwise 101 certification “Wwise Fundamentals”

➤ SEMINAR “MIX WITH THE MASTER”, LA FABRIQUE STUDIOS, SAINT-REMY DE PROVENCE — 2016

I attended a seminar with Mix Master Alan Meyerson (Hans Zimmer, James Newton Howard, John Powell, Harry Gregson-Williams, Danny Elfman) on Soundtracks mixing and production techniques.

➤ MASTER CERTIFICATE IN ORCHESTRATION FOR FILM AND TV, BERKLEE ONLINE COLLEGE OF MUSIC, BOSTON — 2015 - 2018

I completed a Master Certificate “Orchestration for Film and TV” at Berklee College of Music (Online). Year of completion 2018. I have been prized with the “Ed Cherney” Scholarship for the results achieved in the studies and I used it for the Course “Interactive Scoring for Video Game” taught by Michael Sweet. Completed with the highest marks.

➤ INTERNATIONAL PROFESSIONAL CERTIFICATE PROGRAM IN FILM AND TELEVISION, UNIVERSITY OF CALIFORNIA, LOS ANGELES — 2016

I have completed the “International Professional Certificate Program” course at UCLA, School of Theater, Film and Television.

➤ PROFESSIONAL COURSE FOR SOUND ENGINEER, ACCADEMIA NAZIONALE DEL CINEMA, BOLOGNA — 2014 - 2016

I studied at A.N.C. Attending the course of Sound Engineer. Additional Masters in Mastering and Music Production. Graduated in 2016.

➤ MUSIC COMPOSITION FOR FILM, NATIONAL ACADEMY OF INDEPENDENT FILM, FIRENZE — 2013

I studied film composition with Maestro Anthony Sidney at S.N.C.I. Graduated in 2014. Certificate with the highest marks.

CONTACTS:

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