

# SANTI MONTALI

## TECHNICAL SOUND DESIGNER & MUSIC COMPOSER

SOUND DESIGN REEL

TECHNICAL DEMO REEL

INTERACTIVE WEBSITE

### WORK HISTORY

#### SPACEBOY77

Technical Sound Designer | 2023 - 2025

- Designed and implemented complex, interactive audio systems in FMOD and Unreal Engine for environments, enemies, and interactive mechanics, covering the full pipeline from sound design and implementation to coding, QA and cross-discipline collaboration
- Developed and designed comprehensive sound identities for NPCs and creatures, utilizing FMOD to implement dynamic vocalizations and foley systems that respond to AI states, enhancing the mechanical and emotional threat of enemies.
- Designed, conceptualized and developed highly reactive audio systems for the main character, integrating dynamic breathing, fatigue levels, coughing, emotional reactions (fear, laughter, surprise, etc.), and singing to deepen player empathy and narrative immersion.
- Developed an original audio vision for "Hannah The Game" that deviated from traditional cinematic platformer tropes, creating a unique dynamic audio experience in a largely stationary world.
- Authored detailed sound design for in-game environments and props, proposing and integrating reactive audio elements (e.g., interactive TVs, spatial tension increases) to make the game world feel alive and responsive.
- Engineered spatial audio systems to adapt seamlessly to shifting, manually-designed camera perspectives, ensuring acoustic realism and narrative continuity throughout the player's journey.
- Provided level-by-level audio development plans, iterating constantly to ensure the sound design aligned perfectly with the game's artistic and narrative goals.
- Provided multi-platform support (Desktop, Xbox Series, Nintendo Switch, and PlayStation), meticulously adapting compression settings and bank loading strategies in FMOD to ensure optimal performance and memory management across diverse hardware.

#### BANIVFX & GBFILMS

Sound Designer | 2023 - Present

- Provided sound design and platform-optimized post-production for advertising projects, adapting mixes and loudness standards for TV broadcast, social media, and digital distribution.
- Executed full audio post-production workflows, including editing, sound design, cleanup, mixing, and final delivery.
- Collaborated closely with directors, editors, and VFX artists to align sound design with visual storytelling.

#### FREELANCE

Sound Design, Post-Production & Music Composition | 2019 - Present

Recent projects:

- DESDE EL INTERIOR Shortfilm - Sound Design, Music Composition, Post-Prod. (2026)
- LIMINAL Shortfilm - Sound Design, Music Composition, Post-Production (2025)

### SKILLS

- Sound Design
- Game Audio Implementation
- Foley and Field recording
- Recording, Mixing and Mastering
- Audio and VO Post-production
- Music Composition and Production

### SOFTWARE

- Reaper / Live / Logic pro / Cubase Pro Tools / Studio One
- Wwise / FMOD
- Unreal Engine / Unity
- Metasounds / Blueprints
- C++ / C# / JavaScript
- Git / Plastic SCM / Perforce
- Pure Data & Max MSP
- iZotope RX
- Jira / Trello / Notion / Confluence

### SOFT SKILLS

- Creative Autonomy & Initiative
- Cross-Discipline Collaboration
- Project Documentation & Planning
- Technical Troubleshooting

### EDUCATION

- Electroacoustic Composition - UNQ
- Sound & Music for Videogames - UNA
- Game Audio Development: - UNCUIYO

### CONTACT



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