



Alex Giordani



Details

+39 3513536590

alex.giordani.work@gmail.com

NATIONALITY

Italian

DRIVING LICENSE

B

DATE / PLACE OF BIRTH

March 19, 1998

Rimini

Skills

Audio Production/ Recording

Audio Post-Production

Team Work

Sound Design

Adobe

Ableton Live

Pro Tools

DaVinci Resolve

Foley and Sound Mixer

Languages

Italian

English (B2)

Hobbies

Board Games

Photography

Video Editing

Books

Videogames

Profile

I'm Alex Giordani, a sound engineer from Rimini who graduated in Audio Production from the SAE Institute in Milan.

I love learning new tasks and working in teams. I am very meticulous with details.

I think kindness, empathy, and diligence are the foundations of any good, healthy relationship.

As a sound engineer, sound designer and producer, since 2015 I have been involved in electronic music, mainly IDM, Lo-Fi and Ambient. Since 2018, however, I have been operating in the multimedia field as a sound cleaning and restoration engineer (RX, Audition), live recording (sound mixer) and foley artist.

I am also passionate about board games and literature, and have a strong interest in the visual aesthetics of photography and film. I love to experiment, in any form of expression.

Employment History

Art Director, Artist, Collettivo Fumaiolo, Emilia-Romagna

OCTOBER 2025 – CURRENT

Artists' collective active in the musical, visual and environmental field.

Mixing & Mastering Engineer, Audio Restorer, Freelance, AHost Studio

JANUARY 2023 – CURRENT

VAT number 04668380407 <https://ahost.studio>

Mixing and Mastering engineer specialized in the Ambient, Lo-Fi and IDM music.

Sound mixer, cleaning and restoration engineer for podcasts, movies and TV series.

Sales Specialist, Demonstrator, Disco Più Srl, Rimini

OCTOBER 2023 – SEPTEMBER 2024

In-store sales specialist (physical and online) of audio production department.

Demonstrator and Seller, Supernova/Ravensburger, Milan

OCTOBER 2022 – NOVEMBER 2022

Demonstrator and salesman for Milano Games Week

Recording & Sound Engineer, Erazero Srl., Milan

MARCH 2022 – AUGUST 2022

Recording (dubbing), audio cleaning and mixing engineer for films, reality shows and cartoons.

Sound Designer, Riccardo Giovinetto Studio, Turin

JUNE 2021 – SEPTEMBER 2021

Sound designer and assistant for Max-Jitter-based projects.

Producer, Recording and Mixing Engineer, Millstone Studio, Rimini

OCTOBER 2017 – AUGUST 2018

Music Producer, Mixing Engineer and Beat Maker

Studio Assistant, Zero Studio Depot, Forlì

MARCH 2018 – MAY 2018

Assistant Mixer and Studio Recording.

Education

AFAM Degree Audio Production, SAE Institute Milan, Milan

SEPTEMBER 2018 – FEBRUARY 2022

Audio Production Degree

Specialization 1: Sound For Videogames (Wwise, Unity)

Specialization 2: Audiovisual (Max Msp Jitter, DaVinci Resolve)

Diploma di S. Superiore, Liceo Scientifico S. A. Einstein, Rimini

SEPTEMBER 2012 – JULY 2017

Training

Gaming Association Zuga Remni, Rimini

JULY 2018 - CURRENT

Residenza Artistica "Suonare La Luce 2021", Gamma Music Institute/ TODays Festival, Turin

SEPTEMBER 2021

Mastering with Tommy Bianchi, WSM Studio - MAN Music Academy Cosascuola, Forlì

MARCH 2018

Mixing with Franco Cleopatra, Magic Box Studio, Altromondo Studios, Riccione

OCTOBER 2016

English Degree, UIC English Greenwich, Greenwich

JULY 2016

Primo Soccorso BLS, PBLs, Croce Rossa Italiana C.Rimini, Rimini

FEBRUARY 2016 - MAY 2016