

 visit www.davidjfranco.com for full portfolio

IGN Award-nominated Lead Audio Designer & Technical Sound Designer with 20 years of experience across 50+ titles, including 25+ physical releases spanning hyper-casual, casual and AA games. Specialist in game audio production and implementation across Unity, Unreal Engine 5 and FMOD, with C# and Blueprint experience. Strong understanding of game-development pipelines and technical constraints, enabling direct implementation and effective collaboration with programmers and designers.

- Titles published by 505 Games, THQ, Warner Bros., Square Enix, Konami, Aspyr and more.
- Full-pipeline audio experience – Sound design, VO/music direction, FMOD, Unity C# integration, Unreal 5 Blueprint implementation
- Experienced musician with a strong foundation in composition, arrangement and music production
- Rapid prototyping in Unity (C#) and Unreal Blueprint, technical problem solving and performance optimisation
- Cross-platform development experience – Console, mobile, AR/VR, WebGL
- Cross-disciplinary collaboration with programmers, designers, animators and production teams.

Skills

- Music Composition
- Sound Design / Foley
- Rapid prototyping in Unity using C#
- Sound design production, implementation, and optimisation
- Middleware integration (FMOD)
- Blueprint scripting (UE5), C# scripting

Software

- Unity Engine (7+ years)
- Unreal (5+ years)
- Cubase (15+ years)
- Wavelab (15+ years)
- FMOD (5+ years)

Experience

Audio Lead

2019-Present Digital Continue

Led the full audio pipeline across five cross-platform titles published by Aspyr, 505 Games and THQ Nordic. Responsible for sound design, music, VO direction and technical implementation in Unity and Unreal using FMOD. Worked closely with programmers, designers and animators to develop responsive, optimised audio systems, troubleshoot technical issues and ensure audio supported gameplay, narrative and the overall player experience.

Freelance Audio Designer

2007-2019 Self Employed

Led audio production for titles including the best-selling **BAFTA nominated Scribblenauts** series (iOS, DS, Switch). Contributed to various franchises for Shiver Entertainment, Digital Continue, and 5TH Cell. (see Credits below) and nominated for **Best Sound (IGN Awards) for Drawn to Life**.

Audio Designer 2005-2007 5TH Cell Media

Led audio production across multiple licensed games for THQ on Nokia Series 40/60 platforms, including MotoGP Manager, Ministry of Sound Club Manager, and Lemony Snicket's Series of Unfortunate Events.

Credits

Broke Wizards 2026 [PC], **Founder** 2025 [VR Mobile], **Chainmonsters** 2022 [PC/Mobile], **Drawn to Life: Two Realms** 2020 [Switch/PS4/PC/Xbox], **Supermash** 2020 [Switch/PS4/PC/Xbox], **Next Up Hero** 2018 [Switch], **Scribblenauts Showdown** 2018 [Switch], **Night Terrors Bloody Mary** 2018 [iOS/Android], **Scribblenauts Unlimited** 2017 [PS4, Xbox One, PC, Switch], **Scribblenauts Unmasked** 2017 [PS4, Xbox One, PC, Switch], **Scribblenauts Remix** 2011 [iOS], **Hybrid** 2011 [Xbox 360], **Wizardlings** 2011 [Mobile], **Super Scribblenauts** 2009 [DS], **Drawn to Life: The Next Chapter** 2009 [DS], **Scribblenauts** 2009 [DS], **Lock's Quest** 2008 [DS], **Drawn to Life** 2007 [DS], **DNA** 2006 [PC], **Lemony Snicket's Series of Unfortunate Events** 2005 [Mobile], **Moto GBP Manager** 2005 [Mobile], **Ministry of Sound Club Manager** 2005 [Mobile], **Full Spectrum Warrior** 2005 [Mobile].

Noteworthy

- IGN Indie Award nominee: Best Sound (Drawn to Life, 2007)
- Music/SFX for BAFTA-nominated Scribblenauts (2010)
- Funding by Meta for my VR narrative adventure prototype which I developed by myself.