

 visit www.davidfranco.com for full portfolio

Award-nominated (IGN Awards) Audio Designer with 15+ years' of experience across AAA, AA and indie titles. From concept to in-game magic, I've shipped games that go brr, whoosh, and splash. Proficient in both Unity and UE5 game engines.

- Published works by **505 Games, THQ, Warner Bros., Square Enix, Konami, Aspyr** and more.
- Full-pipeline audio experience – Sound design, VO/music direction, FMOD, Unity, Unreal 5 implementation
- Rapid prototyping in **Unity (C#)** and **Unreal Blueprint**
- Cross-platform development – Console, mobile, AR/VR
- Pitched, developed and directed titles published for Mobile (THQ / Meta)
- Strong communication – Team coordination, documentation, remote work

Audio Director 2019-2025 Digital Continue

Produced and implemented all audio using Unity and FMOD at Digital Continue over a 5+ year period, contributing to 3 cross-platform titles (Switch/PC/PS). Took on a hybrid audio/design role for a Meta-partnered VR project, and led the hiring and direction of voice talent and the full audio pipeline.

Audio Designer 2005-2019 Self Employed

Produced all audio content 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**.

Game Designer 2005-2007 5TH Cell Media

Designed 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. Also contributed several other original IP game designs which were published by THQ Wireless.

Indie Developer 2016-Present

Self-taught in C#, Substance Suite, Maya, Adobe Suite, Unity, and Unreal 5. Released several small indie horror titles for Android, as well as Three Twenty One, a 3D biographical adventure game for charity. Developed multiple VR prototypes, one funded by Meta, and currently creating Game Boy games for physical cart release... you know, just for fun.

Software

- Unity Engine (7+ years)
- Unreal (5+ years)
- Cubase (15+ years)
- Wavelab (15+ years)
- FMOD (5+ years)
- Teams, Slack, PlasticSCM, Notion, Keynote

Skills

- Rapid prototyping in Unity using C#
- Audio production, implementation, and optimisation
- Middleware integration (FMOD/Unity)
- Versatile genre experience      
- Blueprint scripting (UE5), C# scripting
- GDDs, Pitch Decks, and Worldbuilding documentation
- Source control (PlasticSCM)

Credits

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** 2004 [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 prototype of a Narrative Adventure which I solo developed.
 - Currently developing my own GameBoy game, a dark narrative platformer drama across time.
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