

Simone Scazzocchio
857 413 9145
www.simonesound.com
simone.scazzocchio@gmail.com

EXPERIENCE

Music Director, developer, and composer for *ROTU Entertainment*, Boston, MA 2010 - Present

- Currently working on an upcoming Mixed Reality Game as Music Director, Composer, and Developer - Project commissioned by Meta.
- Composed and produced music for the Virtual Reality video game “Eolia”, commissioned by Meta and currently released on the Oculus Store. Developed music puzzles, implemented music, mixed and mastered all in-game music and the 33 tracks for the soundtrack release - 2022
- Composed, produced, and mixed audio and music for all company trailers and videos.
- Orchestrated and composed additional music for the Virtual Reality video game “Ionia” currently released for Oculus Quest 2, Vive, SteamVR, and PSVR - 2021
- Written and produced the song “Anthem for the Amazon” commissioned by the Amazon Aid Foundation (2015)
 - Supervised, conducted, and arranged 2 hours of music for the “*Outside the Box*” Music and Arts Festival opening night with Ted Cutler – 110-piece ensemble at the Boston Common - 2013
- Managed over \$200,000 in budget for various events, concerts and productions.
 - Conducted 80-piece ensemble for the 10th year commemoration of September 11th at the Hatch Shell - 2011
 - Conducted 180-piece ensemble at the premiere of “*Anthem for the World*” in Boston Symphony Hall - 2011

Full-time Professor at Berklee College of Music (Boston, MA) Jan 2015–Present

- Followed and implemented existing curriculum of the Contemporary Writing and Production Department
Developed assignments based on real life professional experience, reflecting the contemporary music industry
Taught advanced, upper level courses including Studio writing and Production, Advanced Production for Writers, Contemporary Orchestration for DAW, Directed Study.
- Organized recording sessions.
- Developed new course CW-397 - Collaborative Studies in Contemporary Writing.
- Participated in hiring committees.

Composer for the iPhone and Android mobile game *Cytus*, Boston MA, April 2015 – June 2015

- Composed four tracks for the “Million Downloads” update of the top chart music game *Cytus*
- Worked with the Video Game Orchestra for the orchestral studio recording
- Executed the technical direction and guideline from the production company Rayark (Taiwan)

Producer for various artists, Boston, MA 2013 - Present

- Produced four track and supervised production for the first full length album by artist Nono Chen, receiving over 1M streams in the first 2 weeks on the Chinese music platform QQmusic and being nominated for the Golden Melody Award - 2023
- Keyboard arrangements and orchestrations for Valerio Lundini latest full length album (10 tracks) "Innamorati della Vita" - 2024
- Mixed six track for producers Shivam Sengupta and Anuj Danait for the Netflix show Yeh Kaali Kaali Ankhein - 2022 (Season 1), 2025 (Season 2)
- Orchestrated and conducted strings for the Grammy nominated Berklee Indian Ensemble at the Berklee Performance Center - 2018
- Produced Dr. Ysaye Barnwell's version of the Star Spangled Banner, commissioned by Harry Belafonte - 2017
- Produced three songs on the EP "DTMA" by Grammy Award Winning artist Shea Rose - 2014
- Organized and supervised studio sessions and live production

Curator of RISE Music Series at the Isabella Stewart Gardner Museum (Boston, MA) Jan 2015–April 2019

- Selected talent for the four seasons (22 concerts) including Yuna, Jacob Collier, and Esperanza Spalding.
- Worked closely with the Music Director and the Audio/Video supervisor to tailor pop/rock and hip hop sound for the classical sounding Calderwood Hall
- Organized the post-production team and developed standards to produce a series of videos (six cameras and multitrack audio recording)
- Managed budget of \$60,000/year for artists and post production

Music Director for private events at the Isabella Stewart Gardner Museum June 2014–Present

- Directed and arranged music for the "Gardner Remixed" event, a private event for the Museum patrons
- Directed and arranged music for the largest grossing fundraising season, a private event for all the donors
- Directed and arranged music for the largest grossing fundraising season, a private event for all the donors
- Tailored each event according to clients needs and directions

Music Director and Producer for private client, independent composer Boston, MA

- Produced the fourth CD for the "Everyday Happiness" orchestral studio project
- Supervised all scores
- Orchestrated over ten songs for orchestra and choir (studio recording)
- Supervised over forty-five tracks from various orchestrators
- Produced and mixed nineteen tracks from the latest CD "*A Day in Your Life*"
- Organized all overdub studio session between Futura Production and Herd Studio (Boston)

Arranger for composer Silvio Amato, Boston, MA February 2012

Arranged a 40-minute audio-library for Mediaset Television (Milan, Italy)

Implemented standard television formats for each music cue (10 seconds, 15 seconds, 30 seconds, etc.)

Orchestrator for composer Silvio Amato, Boston, MA March 2010–Sept. 2011

- Orchestrated and co-produced “*Illuminescence*” by Silvio Amato: a one-hour cantata for full symphonic orchestra, full choir, and three soloists, for the 10-year commemoration of September 11th. Premiered at New England Conservatory’s Jordan Hall. Conducted by Benjamin Zander.

Music Director and Arranger for *Women of the World*, Boston, MA Fall 2009–June 2011 - Music

Director, arranger, and percussionist for two-hour performance in Carnegie Hall, NY

Arranged and conducted 40-piece choir and band for performances at the Berklee Performance Center

Composer for various films including:

The State Man. Dir. Steve York, Boston, MA (2008)

Short film *State of Grace*. Dir. Valerio Esposito, Boston & Rome (2007) - Medium-length film *Tode-Ti*. Dir. Valerio Esposito, Rome (2007)

Disco Magic Theater. Dir. Andrea Maulà, Rome (2006)

Assistant Sound Engineer/Arranger at Temple of Noise Recording Studio, Rome 2000 - 2005

EDUCATION

Berklee College of Music, Boston, MA

Bachelor of Music, Film Scoring and Classical Composition, *Summa Cum Laude*, May 2010 GPA: 3.95
1999-2004

Relevant Courses: Orchestration (classical), Dramatic Orchestration, Contemporary Technique in Composition I & II, Contemporary Orchestration, Orchestral Composition, Contemporary Techniques in Film Scoring, Film Scoring Editing, Advanced Conducting, Conducting for Film and TV, Conducting Seminar with live orchestra, Advanced Scoring Techniques for Film and Video, Interactive Scoring for Video Game, Advanced Scoring and Implementation for Video Game

Università di Tor Vergata, Rome, Italy

Master *Degree in Musicology* (DAMS: Discipline arte musica e spettacolo) [disciplines of art, music and entertainment], November 2006

Grade: 110/110

Relevant Courses: Psychology of Music, Semiotics of Music I, II & III, Ethnomusicology, Electronic Music I & II, Physics of Sound I & II, History of Music I & II, Sociology of Music, History of Music Theory

Napier University, Edinburgh, Scotland

Film Scoring Intensive Summer Program led by Grammy Award Winner Hummie Mann, August 2006

Conservatorio L. Refice, Frosinone, Italy

Diploma di Quinto Anno (Piano Diploma), July 2003

RELEVANT SKILLS

Music Skills

- Composition, orchestration, production, mixing, interactive music, arranging, stylistic adaptation, score preparation.

Softwares

- Pro Tools, Logic Pro X, Finale, Unreal Engine, Final Cut Pro, Apple Motion

Sample Libraries, plug Ins & Samplers

- Vienna Symphonic Library, Spitfire, Audio Modeling, Cinesample, Spectrasonic, East West Opus, Kontakt, Orange Tree Samples, Massive, NI World Libraries, Izotope, Waves, Fabfilter, Universal Audio UAD, Soundtoys.

Interactive Audio Implementation

- Wwise

Languages

- English and Italian

Computer System/Other

- Mac OS, Windows, Microsoft Office