DAVID J. FRANCO

Game Audio Designer and Composer

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Available for remote work and travel in the UK and Europe

Game audio designer and composer with 20 years of experience across more than 50 titles, including 25+ physical releases, for handheld, console, PC, mobile and VR. My sound work on Drawn to Life earned an IGN Best Sound nomination. I compose music, direct voice sessions and build interactive audio in Unity and Unreal Engine using FMOD, C# and Blueprints.

Experience

Freelance Audio Designer and Composer **2025–present**

I compose music, design sound and build interactive audio systems for games. Through TIDSANDA, I develop production tools such as Sound Cutter and Serial Kompressor to solve problems I encounter in my own audio work.

Audio Lead, Digital Continue **2019–2025**

Led the full audio pipeline across five cross-platform titles published by Aspyr, 505 Games and THQ Nordic. Responsible for sound design, music, voice direction and technical implementation in Unity and Unreal using FMOD. Worked with programmers, designers and animators to build responsive audio systems and optimise them for release.

Freelance Audio Designer **2007–2019**

Led audio production for titles including the BAFTA-nominated Scribblenauts series on iOS, Nintendo DS and Switch. Contributed to franchises for Shiver Entertainment, Digital Continue and 5TH Cell.

Audio Designer, 5TH Cell Media **2005–2007**

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

Skills and software

Music composition and arrangement, sound design, Foley, voice direction, middleware integration, rapid prototyping and performance optimisation.

Cubase and WaveLab (15+ years each), Unity (7+ years), Unreal Engine and FMOD (5+ years each). C# scripting in Unity and Blueprint scripting in Unreal Engine 5.

Production credits

2026 Deed (PC) · Broke Wizards (PC)

2022 Chainmonsters (PC, Mobile)

2020 Drawn to Life: Two Realms (Switch, PS4, PC, Xbox) · SuperMash (Switch, PS4, PC, Xbox)

2018 Next Up Hero (Switch) · Scribblenauts Showdown (Switch) · Night Terrors Bloody Mary (iOS, Android)

2017 Scribblenauts Unlimited (PS4, Xbox One, PC, Switch) · Scribblenauts Unmasked (PS4, Xbox One, PC, Switch)

2011 Scribblenauts Remix (iOS) · Hybrid (Xbox 360) · Wizardlings (Mobile)

2009 Super Scribblenauts (DS) · Drawn to Life: The Next Chapter (DS) · Scribblenauts (DS)

2008 Lock's Quest (DS)

2007 Drawn to Life (DS)

2006 DNA (PC)

2005 Lemony Snicket's Series of Unfortunate Events (Mobile) · MotoGP Manager (Mobile) · Ministry of Sound Club Manager (Mobile) · Full Spectrum Warrior (Mobile)

Recognition

Music and sound effects for the BAFTA-nominated Scribblenauts (2010). Meta funded my independently developed VR narrative adventure prototype.