

# COSTANTINO FAZZARI

SOUND DESIGNER · GAMEPLAY & TOOLS PROGRAMMER

Rome, Italy

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## PROFILE

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Dual-specialist with 10+ years of professional sound design and 4 years of gameplay and tools programming. A rare combination of deep audio domain expertise and software engineering, with a focus on audio systems architecture, game tooling, and Unity development. Currently the sole programmer on a commercial title. Personal projects released under the Cardamom Tools brand.

## EXPERIENCE

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### Gameplay & Tools Programmer · 2022 – present

Outbit s.r.l. · Rome

- Sole developer on DreamCatcher (WIP/NDA): architected core gameplay framework and game phase management systems in Unity
- Developed Chimaera MVP: player/companion movement and interaction systems, combat grid layout, and enemy AI logic
- Built procedural environment generation, vehicle physics, and pursuit AI for Zombie Race prototype (Overlimits Games, 2023)

### Sound Designer & Composer · 2013 – 2019

New Horizon Project (Founder) · Milan

- Delivered original soundtracks for 8 commercial titles at Milestone s.r.l.: MotoGP 13/14/15, MXGP, MXGP 2, Ride, Sébastien Loeb Rally Evo, Valentino Rossi: The Game
- Produced audio for ENI (Eniday podcast series), Pirelli, RAI Cultura, and multiple broadcast and corporate clients
- Designed interactive sound installations at Altaroma, World Bodypainting Festival 2015/2017, and a permanent installation at UniPV

## GAME JAMS

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### Manuale Interattivo di Disagio Compulsivo · Unity · Best Theme Adherence · Best Graphics

Global Game Jam Ch.15 – 48h · Jan 2026

### A Quiet Bird Watching Game · Unity

Roma Game Dev Jam – 48h · Oct 2024

## PERSONAL PROJECTS – CARDAMOM TOOLS

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### AudioToolkit · in development

Audio management system for Unity 6 inspired by Wwise/FMOD. Dockable editor windows, spectrum analyzer, non-destructive DSP clip editor, voice stealing with hysteresis, spatial audio management.

[C#](#) · [Unity 6](#) · [IMGUI](#)

### Neon Patcher · released · in development

Browser-based modular synthesizer, 19 modules. Bjorklund rhythm generation, NSDF pitch detection, Web Worker audio scheduling, node-based patching interface.

[Vanilla JS](#) · [Web Audio API](#) · [Canvas](#) · [SVG](#)

### Claude Usage Monitor · released

Electron desktop app for real-time Claude usage monitoring. Analog VU meter UI, Chrome extension companion via local WebSocket.

[Electron](#) · [JavaScript](#) · [Chrome Extension MV3](#)

## SKILLS

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PROGRAMMING    [C#](#) · [C++](#) · [JavaScript / ES6](#) · [Web Audio API](#) · [HTML/CSS](#)

ENGINES        [Unity 6](#) · [Unreal Engine](#) · [Godot](#)

AUDIO          [Sound Design](#) · [Interactive Audio](#) · [DSP](#) · [Modular Synthesis](#) ·  
[Wwise / FMOD](#)

WORKFLOW      [Git](#) · [Agile](#) · [Solo and team environments](#)

## EDUCATION

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### Cinematographic Sound Engineering · 2011

NUCT – Nuova Università del Cinema e della Televisione · Rome

### Sound Design · 2013

SAE Institute · Milan