

diego stocco [sound designer | composer](#)

bio - updated September 2009

Diego Stocco was born in Rovigo, Italy in 1976. He discovered music at the age of 6 when his parents, hoping to calm him down, gave him his first electronic keyboard.

Diego creates dynamic and innovative music experiences. His music extensively uses unique sounds created specifically for each project through custom built instruments and techniques, allowing him to produce eclectic compositions with sounds never heard before.

Diego produces for Epic Score the "Epic Textures" CD series.

The first two volumes have been licensed over 500 times for a variety of promos, including film trailers for "Terminator: Salvation", "2012", "The Uninvited", "Eagle Eye", "Jumper", "Transformers", "Resident Evil: Extinction", "Awake", "Skinwalker", "Lady in the Water", videogame trailers for "Singularity", "Justice League Heroes", "Soulcalibur IV", "MK vs DC", "Call of Duty, World at War", DVDs extra contents for "Hellboy II", "Quarantine", and many other TV and internet promos. The third volume just came out in August 2009.

As a Producer for Spectrasonics, he's one of the principal sound designers for the multi Award winning virtual instruments Atmosphere™, Stylus™ RMX and the new Power Synth Omnisphere®. For this epic project he created musically playable sounds out of customized instrument and ordinary objects. Some of his creations are "The Burning Piano", "Luminosonic", "The Drying Rack", "Typosonic Machine", "Streamsonic" and many other innovative sound design experiments. He also has sound design and synth programming credits with instruments manufacturers like Korg and Ketron.

Diego worked as music sound designer with Composer Paul Haslinger for "Takers" (2010), "Into the Blue", "Crank", TV series "Sleeper Cell: American Terror" and videogame "Far Cry Instincts", and with Emmy® Award winning Composer Trevor Morris for Showtimes' "The Tudors" and CBS' "Moonlight".

His exploration for new sounds doesn't stop there, he created musical compositions by radically sound designing his own piano performances for the album "Cold Cornflakes, Suite for Unprepared Piano" and extracted evocative sounds from organic sources for his work "Music From Sand" and "Music from a Tree".

Before moving to Los Angeles in 2007, Diego worked in Italy on several live events, including shows with dance company "Katakò" and Coreographer Daniel Ezralow (How the Grinch Stole Christmas, Across the Universe). For years he created the sound identity for 3 national radios, Radio Montecarlo, Radio 105 and RDS. Other credits include music sound design for Nokia, Samsung, Panasonic, BMW, General Motors.

Diego recently started composing for video games. He created the score for High Voltage Software's "The Conduit", a futuristic FPS for the Nintendo Wii distributed by SEGA. Also for this soundtrack, he shaped intense sonic experiences by building and playing new unusual instruments.

Diego is now creating more imaginary sounds for a variety of projects including films, music for trailers and audio branding.



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