

ABOUT

Driven video game sound designer, with a proven **+8 years** track record of creating **immersive** and **impactful** audio experiences for a wide range of game genres. Specialized in **cute and sci-fi sound design**, sound synthesis, and audio implementation.

SKILLS

SOUND DESIGN

- **Expert** in the use of **Reaper**, **Pro Tools** and confident with any **DAW**.
- Extensive knowledge in **sound synthesis techniques** and patching environments like GameSynth, VCV, and Pure Data.
- **Record**, edit, and design **audio assets** that enhance gameplay and **storytelling**, resulting in increased player **engagement** and positive reviews.
- Experience with **live recording** for **foleys** and mixing sessions, both in the **studio** and **field**.

IMPLEMENTATION

- Expert in the use of audio **middleware** and engines, such as **FMOD** and **Wwise**, to implement dynamic and **interactive audio** systems on engines like **UE** and **Unity**.
- Experience designing and implementing interactive audio systems using **Metasounds** and **Blueprints** in **Unreal Engine**.
- Basic **scripting** knowledge with **C#** and **LUA**.
- **Technical** aptitude for **optimizing** runtime audio playback and confidently fixing bugs.

COLLABORATION AND COMUNICATION

- An **effective**, **professional**, and friendly **communicator** and **advocate** for the audio department.
- Strong understanding of game development **pipelines** and the ability to **collaborate** effectively with cross-functional teams.
- Ensuring audio feature **documentation** is continually **up to date**.
- Excellent written and verbal communication in **English** and **Spanish**.

EDUCATION

Centro de Educación y Arte: Sala de Audio

2019 | BA Audio Engineer specialized in Film & Tv

SELECT WORKS

The Astronauts

Sound Designer

2023 - Present - Full Time

- Designed and implemented for **Witchfire**, interactive SFX in Unreal Engine, and directed custom VO creation, collaborating with design teams to elevate player immersion across combat, UI, and environments.

Teravision Games

Senior Sound Designer

2022 - 2026

- Lead audio design and QA for **Killer Klowns From Outer Space** and **Orcs Must Die! By the Blade VR**, collaborating with developers to implement and optimize audio systems utilizing FMOD and UE5.

Ogre Pixel

Sound Designer

2021 - Present - Freelance

- Designed and implemented all audio assets in Unity for **Lonesome Village**, **Hidden In My Paradise**, and **Castlebound**, collaborating closely with developers to optimize audio systems across all modern consoles.

ArcellaSound

Technical Sound Designer

2023 - Freelance

- Developed interactive audio systems for **The Karate Kid: Street Rumble**.
- Collaborated alongside the development team to integrate audio systems and sound effects into Unity with Fmod.

VO Design and Localization

2026 -Freelance

- Executed dialogue localization editing for multiple character assets in **Disney Dreamlight Valley**, managing seamless audio implementation through Wwise and Unity integration.