

SERGIO FUENTES

Sound Designer

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OBJECTIVE

Creative and results-driven Sound Designer with over 3 years of experience in sound design and music composition for video games. Proficient in crafting immersive audio experiences that enhance gameplay and narrative. Used to work with game engines and middleware, with strong expertise in sound design and implementation.

PROFESSIONAL EXPERIENCE

SOULFORGE PRODUCTIONS

Valencia, Spain

Sound Designer, Composer

2021-Present

- Designed and implemented 200+ sounds for in-game assets using Unreal Engine, contributing to games immersion
- Composed and implemented 25+ tracks of original dynamic music, enhancing the gaming experience
- Managed and optimized the in-house sound bank, creating a more efficient retrieval system that saved 100+ hours in sound design
- Handled the full lifecycle of audio content, from concept through to final mix and implementation

VOICEMOD

Valencia, Spain

Music Composer, Sound Designer

2020-2023

- Composed and delivered 20+ tracks of original music, resulting in a cumulative increase in users retention rate by 15%
- Developed five advertising audio proposals, aligning Voicemod's brand with a younger demographic
- Designed 2 real-time voice effects inspired by Cyberpunk 2077 characters, ensuring consistent audio quality across the platform

SKILLS

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|-----------------|----------------------|
| • Unreal Engine | • Wwise |
| • Unity | • FMOD |
| • Metasounds | • Game Development |
| • Reaper | • Mixing & Mastering |

EDUCATION

ADECCO

Valencia, Spain

Video Game Programming, 3D Design & Virtual Reality

260 hour - 2023

UNIVERSITY OF BARCELONA

Barcelona, Spain

Music For Video Games Bootcamp by ENTI

46 hour - 2021