

SANTIAGO MUNOZ JIMENEZ

FULL STACK WEB DEVELOPER SOUND DESIGNER

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- <u>@aftertheearth_</u>
- Deenk22
- <u>Portfolio</u>

ABOUT ME

I am a creative person who is constantly training and trying to improve myself every day.

TECH STACK





















WORK EXPERIENCE

Sync Games

January 2019 - September 2022

- Lead Sound Designer, Music Composer, Mix & Mastering.
- Produced and mixed the final audio for multiple advertising videos; Created sound effects for several video games, including Smash Monkeys, Redvel Games, St. George 's Gang, Spinmatic, Golden Race.

Elephantpink

March 2015 - September 2022

- Music Composer, Sound Designer, Mix & Mastering, Designer.
- Composed the music and all sound and musical elements for more than 60 productions, ensuring that the company 's high standards and the requirements of all clients were
- Nike, Amare Hotels, The I/O Club, Ayuntamiento de Marbella, Hoff, Ehthele, Agrojardin, Marca (Spanish sports daily), El Fuerte Hotels.
- Participate in professional shooting and design of short films, commercials and corporate videos.
- I have also undertaken several web design projects related to these brands.

EDUCATION

Releevant

September 2023

• Full-Stack Web Development course completed at Releevant academy. React, CSS, Material UI, Node, Express, MySQL, MongoDB, etc.

Sounds

January 2000

Sound Designer / Mix & Mastering Engineer

LANGUAGES

Spanish English - B2

INTERPERSONAL SKILLS

- Ability to work under pressure
- Attention to detail
- Multitasking
- Good team player
- Time management
- Scrum

LINKEDIN



SKILLS

CSS	REACT
DESIGN	FRONT-END
MATERIAL UI	WWISE
FMOD	FL STUDIO
UNITY	UNREAL

TRAINING

- Training / Full-Stack web developer / Releevant
- Training / Mix & Mastering
- Training / Music Composition
- Training / Sound Design

INTERESTING FACTS

- Nominated for Best New Music Producer 2013 (Breakspoll) Electronic music.
- Owner of After the Earth (Video Game Music Studio)
- Cover Designer
- UI Designer
- Currently studying SASS, Astro.