

# ABOUT ME

As a music producer and sound designer specializing in video games, I combine a decade of industry experience with a strong foundation in programming and game design. This unique skill set allows me to develop original music and immersive soundscapes that enhance gameplay.

I possess a strong technical understanding of game engines and audio tools, as well as skills in music production, mixing and mastering. My focus is on quality and making the player have a great experience.



# MY EXPERIENCE

## UNFOLD (2023 - Present)

### Music Producer, Sound Designer

Projects:

- Ship Miner OST (Original Music for Pixel Core Games)
- Airborne and Glitch (Original Music for Fireborne Games)
- Neon Nexus (Original Music for ARF Games Demo)
- jPOS & Transactility Logos Sound Design (SFX Design for jPOS)
- Titans (Original Music for Double Punch Games)
- One (Original Music for Magical Beast Games)

### Ironhide Game Studio (2013 -2023)

#### Developer, Sound Programmer, Additional Game Design

Projects:

- (2020/21/22) - Iron Marines 2

- (2019) - Secret Project
- (2019) - Iron Marines STEAM version (PC)
- (2018) - Iron Marines Borealis (Mobile)
- (2015/16/17) - Iron Marines (Unity, Multiplatform)
- (2015) - KR:Origins Update 1 (iOS)
- (2014) - Kingdom Rush Origins
- (2014) - KR: Castle Blackburn update (PC)
- (2014) - Kingdom Rush (PC)
- (2013) - Kingdom Rush Frontiers (Web , iOS)

### Numero Uno Studio (2016 - 2020)

#### Sound Designer, Composer, Game Designer, Developer

Projects:

- (2018) - Super Scaloni
- (2016) - Bonsai Spirit

- (2015) - Bootleg Bros
- (2014) - Heavy Metal Pirates
- (2013) - Light Quest

Projects:

Featured Tech:

- Unity
- FMOD
- Bitwig, Ableton, FL Studio
- Trello
- Git
- C#, Java, JavaScript, Python, Objective C

Education:

Systems Engineering at ORT University

Piano at Martin Münch

Singing At Kin tin tan

Music Production at Francisco Cerdá

# SHIP MINER

Role: Music Composer

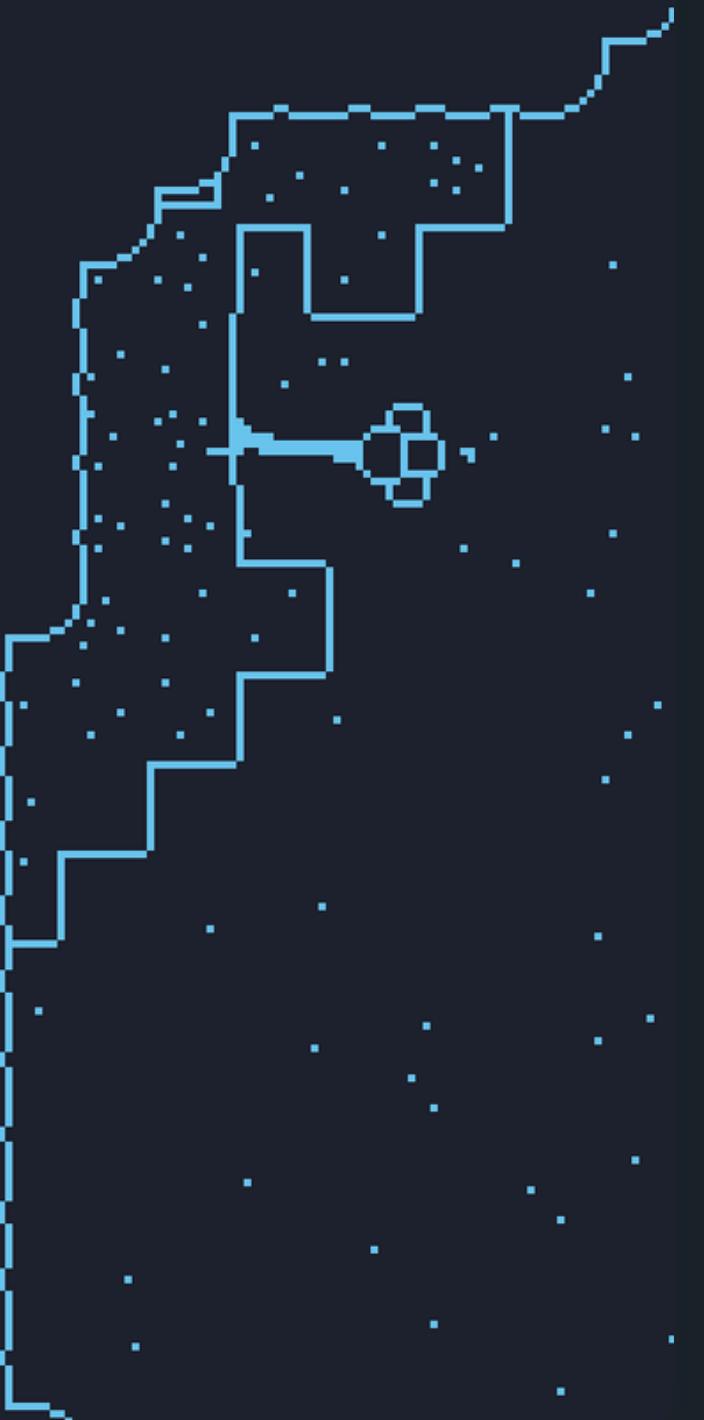
Genre : Action

Platform : PC

I write music that follows the miner through it's journey between asteroids - everything from calm, atmospheric pieces that make resource gathering feel zen, to high-energy electronic tracks that kick in when things get dangerous.

My goal is to have players completely lost in the experience, whether they're peacefully mining away or running from whatever just made that noise in the dark.

Key Tech : Unity, C#



# SUPER SCALONI

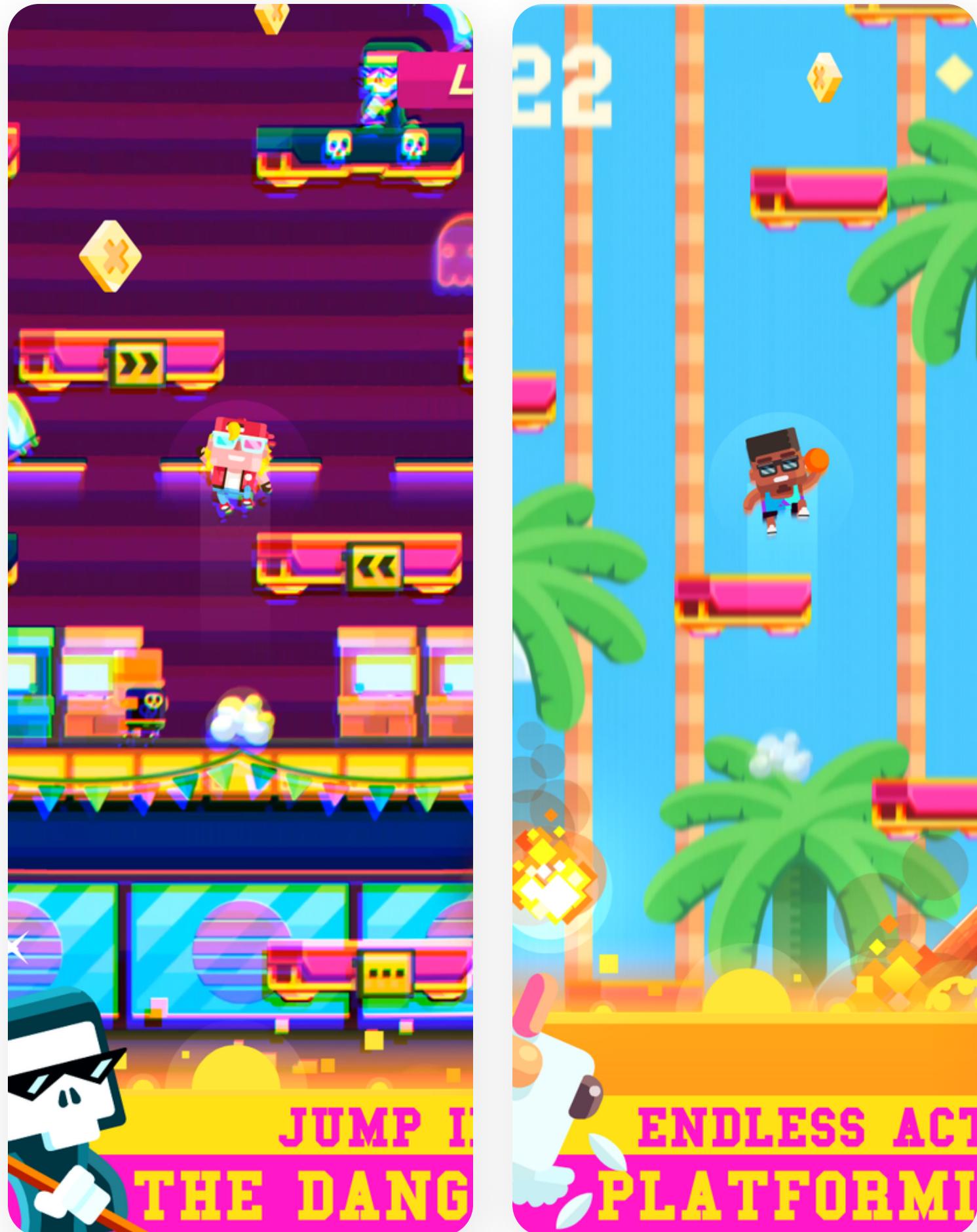
Role: Sound Designer, Developer

Genre : Action

Platform : Mobile

My main focus was on creating the core gameplay loop and sounds that reflected the festive experience, specially making the jumping sound really shine.

Key Tech : Unity, C#





## IRON MARINES 1 & 2

Role: Sound Programmer, Developer, Assistant Game Designer

Genre : RTS - Action

Platform : Mobile and PC

I was a developer, sound programmer and also assisted in the design of the acclaimed saga; Iron Marines and Iron Marines Invasion as well as the PC ports, from the prototyping phase to the final release.

I worked on audio programming, sound implementation and mixing all sound effects and music, ensuring their seamless integration with the gameplay. My role was fundamental in creating an immersive and balanced sound experience.

Key Tech : Unity, C#

# BONSAI KAWAII

Role: Sound Designer, Developer

Genre : Casual

Platform : Mobile

I directed the game's audio development, including the design of sound effects . My focus was on creating a pleasing auditory experience that complemented the mechanics of caring for and collecting trees.

I led from the prototyping of this project that evolved from an action game to a bonsai tree care tamagotchi. I defined the core game mechanics, based on the care and collection of trees, incorporating casual and collectible elements.

Key Tech : Unity, C#



# KINGDOM RUSH FRONTIERS AND & KINGDOM RUSH ORIGINS

Role: Developer, Additional Game Design

Genre : RTS - Tower Defense

Platform : Mobile

As a developer, I actively participated in the design of *Kingdom Rush Frontiers* and *Kingdom Rush Origins*, contributing to game balancing and the design of some key elements. My work helped to consolidate the characteristic gameplay experience of the franchise, known for its tower defense strategy.

Key Tech : Cocos2D, Objective C





# BOOTLEG BROS

Role: Sound Designer, Developer

Genre : Puzzle Platformer

Platform : Mobile

I was the music director and sound designer for the project, acting as a curator of the tracks we wanted to integrate. I also designed and implemented all the sound effects for the game. I ensured that the audio complemented the vibe of this peculiar puzzle platformer with carnival motives and a huge dose of humour.

Key Tech : Haxeflixel, ActionScript



# STREET CLEANING WITH LASERS

Role: Sound Designer, Developer

Genre : Action

Platform : Mobile

My responsibilities included sound effects design, music composition, and audio implementation for this prototype. I ensured a sound experience that enhanced the laser cleaning mechanics and prevented car destruction.

Key Tech : Unity, C#



# LIGHT QUEST

Role: Sound Designer, Composer, Developer

Genre : Action Platformer

Platform : PC

I was solely responsible for creating all the sounds, using synthesizers to emulate retro vibes. I composed the original music for the game and performed the audio implementation. I also developed a dynamic lighting system that I complemented with an immersive sound atmosphere.

Key Tech : Flixel, ActionScript



# MY BEST SKILLS

- [+] Original music composition and creation of atmospheric soundscapes.
- [+] Sound design creative leadership with effective collaboration in multidisciplinary teams.
- [+] Audio implementation and scripting in game engines with the latest tools.
- [+] Mastery of audio tools such as DAWs (Ableton, Bitwig), or middlewares like FMOD.
- [+] Creation of detailed and professional game documents and boards (Trello).
- [+] Deep knowledge of game engines like Unity.
- [+] Adaptability to various genres and platforms, including casual, action, strategy, and platformer games.



# LET'S WORK TOGETHER

## Contact info

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# Esteban Dal Monte

Music & SFX Reel

