

## Contact

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nemoghasemi.com (Personal)

## Top Skills

Music  
Sound Design  
Music Production

## Languages

Persian (Native or Bilingual)  
English (Native or Bilingual)  
Dutch (Elementary)

## Honors-Awards

Best Guitar Player  
Iran-Uk Sonic Residency  
The Best Game Audio Achievement

# Nemo Ghasemi

Freelance Musician/ Sound designer  
Netherlands

## Summary

I am an experienced Music Producer and Sound Designer with a solid background in Game Audio.

## Experience

### Freelance

Musician/ Sound Designer  
September 2019 - Present (6 years 4 months)  
Netherlands

My services as a freelance musician and sound designer:

- Interactive sound design
- Adaptive music composing
- Implement and test in the game engine
- Mix and master and output leveling.

### Shifting Tides

Musician/ Sound designer  
October 2018 - September 2019 (1 year)

"The Sojourn" Is a 3d first person Puzzle adventure game developed by Shifting Tides studio and published by Iceberg Interactive.

My main responsibilities here:

- Compose music for game play, Menu, and all the trailers and advertising contents
- Design, record and edit sounds for game-play, UI,...
- Helping with importing audio assets in the game engine
- Mix, master, and finalizing audio according to the relative standards

### Avagames

Game Audio Studio Manager  
October 2017 - October 2018 (1 year 1 month)

Ava Games is a game accelerator which has shipped world class video games so far

My responsibilities here included:

- Building and equipping a full scale in-house Audio-Music recording studio for a video game accelerator
- Managing all the sound design/music composing tasks from design and record to production and implementation in game

## Dead Mage

Sound Designer

January 2017 - October 2017 (10 months)

"Children of Morta" is a narrative-based rogue-like hack'n slash game developed by Dead Mage Studio and published by 11bit Studio.

My main responsibilities here were:

- Designing, recording and processing game sound effects
- Record and design Foley sounds
- Edit and direct Narrations
- Implementing audio events into game engine
- Mixing and mastering audio assets

## BitByterz

Sound Designer

April 2015 - March 2016 (1 year)

## RGB ICE

Sound Designer/Musician

January 2014 - April 2015 (1 year 4 months)

## House of Documentary

Musician

April 2011 - January 2013 (1 year 10 months)

Composing movie Soundtrack.

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## Education

Emory University

Sound Design · (2014 - 2014)

Berklee College of Music

Music Production · (2013 - 2014)

London College of Contemporary Arts (LCCA)

· (2013 - 2013)

Azad University (IAU)

Bachelor's degree, Civil Engineering · (2002 - 2008)