

Cecilia

García



SOUND DESIGNER

PERSONAL PROFILE

I am an Argentinian sound designer. I love all art expresions, specially music and all audiovisuals, like movies and games

I enjoy creating and designing sound tracks for games, cinematics, and trailers (also for movies)

On my free time I recreate clips sounds, recording material or using synthesizers

Currently I am using Reaper as my main DAW  
I also know Pro Tools

I am now focused on practicing Wwise and its Unreal/Unity integration, & also music production

I am a graduated sound technician, but worked several years in the information technology industry, for companies located on different countries, mostly communicating in english

During the last couple of years I started learning software development (Javascript, ReactJS)

I would love to be part of a sound team where I can give my best and also learn from it

EDUCATION

AUDIO ENGINEERING; INTEGRATIVE VISION 2003

Annual Course, Buenos Aires National University (UBA), Buenos Aires - Argentina  
Intensive engineering course applied to audio.

UNIVERSITY TECHNICIAN IN SOUND & RECORDING 2000-2002

Lanus National University, Buenos Aires - Argentina  
Audio technology management applied to sound recording and post-production. Expanded vision of resources and sound recording media through the integration of disciplines such as electronics, computer science and musical languages.

SOCIAL COMMUNICATION DEGREE 1995-1999

Esclavas del Sagrado Corazon de Jesus High School, Buenos Aires - Argentina

COURSES

SYNTHESIS AND SAMPLING 2021

UTN, Buenos Aires - Argentina  
Audio synthesis and samplers fundamentals

AUDIO FOR GAMES 2021

UTN, Buenos Aires - Argentina  
Game oriented musical composition and production, to be implemented in Unity/Unreal engines using audio middleware

AUDIO POST PRODUCTION FOR FILM AND TV 2019

Berklee College of Music  
Remote/Online course

PRO TOOLS FUNDAMENTALS 2004

Techson school

SOUND EXPERIENCE

2021 SOUND & MUSIC DESIGN

Video clip "Let it go" (Fede Vizga), Potra Films  
The video clip includes a short fiction section (not the main song), where I designed sound and music.

2020 EFFECTS & FOLEY EDITOR

Movie "Red Latex" (Gerard Marco), BUM! Audio

2005-2006 SOUND EDITOR

TV show City Hunters (Unilever), Encuadre

2003-2004 LOCATION SOUND RECORDER

Independent movie "Cruzado" (Diego Croci)

2003 LOCATION SOUND RECORDER

Independent short film "Un limon verde" (Fernando Daneri)

IT EXPERIENCE

2020-2022 SOFTWARE FUNCTIONAL CONSULTANT

Lubee Soft  
Requirements documentation and management on software development projects

2018 APPLICATION READINESS REVIEW TEAM MEMBER

PwC Service Delivery Center  
Internal application security controls

2011-2018 IT CONSULTANT

Grupo Assa  
Main tasks: JDEdwards security support, internal audit assistance, personal assistant of IT manager, team coordination.

2007-2009 REMOTE TECHNICAL SUPPORT

Teletech  
Technical phone support for Hewlett Packard computer US customers.

LANGUAGES

ENGLISH

SPANISH

HOBBIES



SOCIAL MEDIA



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