

# Danny Castro

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[Sound Design Reel](#) | [LinkedIn](#) | [SoundCloud](#) | [YouTube Channel](#)

## EDUCATION

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### Berklee College of Music — Boston, MA, U.S.A.

Sep. 2022 - Present

- Bachelor of Music in Game and Interactive Media Scoring
  - Minor in Creative Coding — Concentration in Audio Implementation and Technology
- Bachelor of Music in Electronic Production and Design
  - Specialisation in Sound Design for Video Games
- GPA: 3.951
- Expected Graduation: Fall 2026
- Notable Awards: recipient of 2025 Electronic Arts “Charting Change” scholarship and mentorship

## AUDIO EXPERIENCE

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### Technical Sound Designer Intern, [Serious Point Games](#)

Feb. 2025 - May 2025

- Sound implementation for upcoming game “The Ski Lodge Murder”
- Creation of an audio system with Audiokinetic’s Wwise middleware into game engine Unity

### Sound Designer and Sound Implementer, [Unchained: Tale of Enra](#) (Box Garden Games)

Aug. 2024 - Present

- Designing sound effects and ambiances, editing all VOs with Izotope’s RX processing
- Implementing audio systems with FMOD for all SFX, music, and VO
- Game to be released in Autumn 2025

### Lead Sound Designer and Audio Implementer, Small Old Grotto (Indie Game)

June 2024 - Present

- Creating all sound effects and ambiances for the game
- Implementing all audio using Audiokinetic’s Wwise
- Game to be released in Winter 2025

### Lead Sound Designer, [Echoes of Memory](#) (Indie Game)

Oct. 2024 - Dec. 2024

- Managed a team of 6 sound designers, and carried out all administrative and organisational tasks for the team
- Designed all ambiances for the game, and designed some sound effects
- Helped with the implementation of all audio through C# scripting and Unity’s native audio engine

### Lead Composer, [Witching Hour](#) (Indie Game)

Oct. 2024 - Dec. 2024

- Composed all of the music for the game, save for 1 track
- Helped implement all music and SFX in the game using C# scripting and Unity’s native audio engine

### Lead Sound Designer and Sound Implementer, [Kooky Kritters](#) (Indie Game)

Oct. 2024 - Sep. 2024

- Designed all sound effects
- Implemented sounds and music using Unity’s native audio engine and C# scripting

## SKILLS

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- Languages: Spanish (Native), English (Native), German (C1), Portuguese (A2)
- Programming: C#, C, C++, UE Blueprints, JavaScript, HTML, SQL, CSS, Max, SuperCollider, and Csound
- Software and Engines:
  - Reaper, Cubase, Nuendo, Pro Tools, Adobe, Audition, Logic Pro, Bitwig Studio, Ableton Live
  - Wwise, FMOD, Unreal Engine, Unity, Godot, Twine, GitHub, Perforce
- Others:
  - Dorico, Finale, Sibelius, MuseScore 3, MuseScore 4
  - DaVinci Resolve, Adobe Photoshop, GIMP, Microsoft Office, Google Apps