Martin Rafael D. Munárriz

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📍 Pasig City, Philippines   in https://www.linkedin.com/in/martin-munárriz/

Profile

Proficient software developer with a background in C# and C++, combined with a passion for sound design. Worked with game engines such as Unity and Unreal Engine. Adept at creating immersive and engaging experiences through a unique blend of coding expertise and audio creativity.

Skills

- C++
- C#
- SQL
- Kanban Boards
- Unity Engine
- Unreal Engine
- Sound Design
- Audio Mixing
- Music Production
- Ableton Live
- Wwise
- FMOD

Internship

Sound Designer, *Hachimitsu Game Development*   Jan 2023 – Apr 2023
L.I.F.E. - Visual Novel
- Interactive novel with multiple choices
- Produced Sound Effects and Background Music using Ableton Live and Audacity.
- Implemented audio files into Unity using Wwise
- Managed the project version and audio files using Git

Education

BS-Interactive Entertainment and Multimedia Computing,   Sep 2016 – Apr 2023
De La Salle-College of Saint Benilde   Manila

Night Shift - Capstone Project
- Sound Designer, Programmer
- Produced Sound Effects using Ableton Live and Audacity.
- Implemented audio files into Unity using C# and FMOD.
- Exhibited at PGDX 2023

The Screen Man - Capstone Project
- Sound Designer, Programmer
- Produced Sound Effects using Ableton Live and Audacity.
- Implemented audio files into Unity using C# and FMOD.
- Contributed additional C# code to the project.
- Maintained and managed project versions using Git.