MARCOS MUÑOZ RODRIGUEZ

AUDIO ENGINEER · QA MANUAL TESTER · WEB DEVELOPER

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PROFILE

I am a dedicated and creative professional with a passion for both technology and entertainment. My ability to adapt quickly and collaborate effectively within teams allows me to confidently tackle any project. I thrive in dynamic environments where I can rapidly learn and develop new skills, consistently delivering high-quality results on time. My commitment to staying current with the latest trends in music, technology, video games, and film, combined with my strong organizational and communication skills, positions me to excel in roles that blend creativity and programming.

EMPLOYMENT HISTORY

Senior Quality Assurance Manual Tester, Keywords Studios Mexico
February 2022 - Present | Mexico City

- Ensure the integrity of game code by identifying and reporting bugs and issues in a database accessible to clients.
- Collaborate with developers to maintain a seamless gaming experience, applying a detail-oriented approach to quality assurance.

Audio Engineer and Musical Composer, AMAPCIA A.C.
August 2020 - May 2021 | Mexico City

- Recorded, produced, and mixed audio for various meditation podcast episodes.
- Composed original jingles and intro music for the same meditation podcast.
- Acted as sound recorder for several short films produced for the company "SpanishDict".

Sound Supervisor, Media Production Company "Fierro Viejo"
November 2021 - December 2021 | Mexico City

- Recorded all live sound including dialogues, SFX, and foleys for the short film "La mejor historia del Mundo".
- Contributed to the film's success by winning the 'Soundspeed' award for "Besr Sound" at the 48-hour film project rally in Mexico City.

Executive Producer, "Jazz & Funk Experience" Event, Bar 61
April 2019 - July 2019 | Mexico City

- Led the production of a live music event, overseeing all aspects from planning to execution.
- Assisted the Audio Engineer with live sound setup and management, ensuring high-quality audio throughout the event.

Programmer and Musical Composer, Videogame "La Verdad"
May 2020 - July 2020 | Mexico City

- Developed and programmed the audio, including sound design and original musical compositions, for an independent video game.
- Co-wrote the story and programmed the gameplay mechanics using Wwise middleware and the Unity engine.

EDUCATION

SAE Institute México, Audio Engineer

Mexico City

COURSES

Cambridge English Level 2 Certificate in ESOL International

Full-Stack Web Development Coding Bootcamp, Tecnologico de Monterrey (EdX)

SKILLS

TECHNICAL TOOLS:
- Jira (JQL)
- Visual Studio Code
- Git
- Postman
- MongoDB
- SQL
- DAWs (Pro Tools, Logic Pro)
- Wwise
- Video Processing (Shotcut, Final Cut, OBS)

PROGRAMMING LANGUAGES:
- HTML
- CSS
- JavaScript
- Markdown
- Python
- C#

HOBBIES

I have a musical project as a solo artist named "Marc. The Wright", in which I compose, record, mix and produce, as well as singing and playing the guitar.
I also like working out and learning about art and film history.