Contact

Adress
Valencian Community, Spain
Phone
+34 661 277 738
E-mail
sergmusicprod@gmail.com
WWW
sergiofuentesvazquez.github.io/
Linkedin
www.linkedin.com/in/sergiofv

Skills

- Troubleshooting
- Time management
- Decission taking
- Creative solutions

Software

- Ableton Live / Reaper
- Fmod / Wwise
- Unity 3D / Unreal Engine
- C# Coding

Languages

- Spanish - Native
- English - C1

Sergio Fuentes
Sound Designer

Proactive Sound Designer with 2+ years of experience participating in different game developement projects managing audio systems, creating innovative sounds and dynamic audioscapes.

Successful at high-quality editing and fast turnarounds, thanks to my experience as a freelance music composer I am familiar with working to tight deadlines, dealing with clients and striving to deliver quality work.

Work History

Sound Designer and Music Composer
Souls Forge Studios
Feb 2021 - Mar 2023

- Composed, mixed and mastered original music and sounds for a prospective AAA game set on Brandon Sanderson's epic universe of Mistborn.
- Attended production meetings to plan and create effective sound.
- Planned soundscapes and ambient sounds for prototype video game projects.
- Enhanced sound quality and added various sound effects to assets in Unreal Engine 4.

Music Composer
Voicemod - Freelancer
Jan 2021 - Jan 2023

- Wrote and arranged video game-themed music on demand.
- Determined voices, instruments, harmonic structures, rhythms, tempos and tone balances required to achieve effects desired in each musical composition.
- Demonstrated strong organizational and time management skills while managing multiple projects.
- Successfully performed my work within very tight deadlines, always delivering the highest possible quality.

Education

Videogame Programming, 3D Design & Virtual Reality
Adecco
2023 - 260 hours

- Unity 3D Game dev, carrying out different projects.
- Game design.
- Object Oriented Programming, focusing on C# coding skills.

Music For Videogames Bootcamp By ENTI
Universidad de Barcelona
2021 - 46 hours

- Wwise integration and Sound Design.
- Interactive music approach for video games.