

SERGIO FUENTES

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CAREER PROFILE

Proactive sound designer with 2+ years of experience participating in different game development 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.

PROFESSIONAL EXPERIENCE

SOULS FORGE COLLECTIVE. Valencia, Spain

Feb 2021 - Mar 2023

Sound Designer and Music Composer

Design and implement sounds with Unreal Engine 4, compose music for the development of different video game prototypes.

- Created original music and sounds for a prospective AAA game set on Brandon Sanderson's epic universe of Mistborn, presented on a dedicated website as Mistborn: Ashes Project.
- Designed weapons, character and enemies audio assets for a roguelike action game inspired by 80's sci-fi B-movies. Also composed an original soundtrack of six complete themes.
- Participated in game design meetings with the team, bringing creative ideas from my audio experience that became part of the game pitch.

VOICEMOD Ltd. Valencia, Spain

Dec 2020 - Jan 2023

Music Composer

Arrange and produce video game-themed music on demand as a freelancer, participating as reinforcement to complete the catalogue of certain products within two weeks of their publication, being required sporadically during the specified dates.

- Delivered two complete songs inspired by DOOM and Cyberpunk 2077 that helped to create an immersive experience for Voicemod's millions of users.
- Accomplished composition, mixing, and mastering of two EDM songs for Voicemod Text to Song, as well as melody design for AI: "Lazer Beam" and "Move Your Body".
- Provided advice and delivered five proposals for an advertising campaign that helped bring Voicemod's product to a younger target.

EDUCATION

ADECCO. Valencia, Spain

260 hours - 2023

Videogame Programming, 3D Design & Virtual Reality

- Unity 3D game dev, carrying out three different projects successfully.
- Object Oriented Programming focusing on C#, IDE's and Git repositories use skills.

UNIVERSITY OF BARCELONA. Barcelona, Spain

46 hours - 2021

Music For Videogames Bootcamp By ENTI

- Sound design and complete integration for a video game using Wwise as the final project, receiving excellent qualifications.
- Interactive music approach for video games, creating and integrating a full dynamic soundtrack.

LANGUAGES

- Spanish - Native
- English - C1