

Specialist in all things audio: immersive environments, unique soundscapes, and precise sound effects.

Technical audio wiz: performant, flexible and expressive audio systems.

 [Portfolio](#) |  [Creative Showreel](#) |  [Implementation Showreel](#)

Experience

Sound Designer (Freelance)

Jan 2021 – Present

- Led audio direction for multiple indie projects, establishing their sonic signature.
- Designed bespoke assets through field, studio and foley recording with Reaper, RX, Ableton.
- Implemented audio systems in Unity/UE5, both natively and using FMOD/Wwise middlewares.
- Linked audio event and parameter calls to tools like inventory databases and narrative design software.
- Optimised audio systems using profiling and debugging tools.
- Maintained asset tracking spreadsheets on GSuite and Notion.
- Built scripts and tools to streamline my workflow and give me more control over implementation.

Technical Sound Designer with [iGame.Audio](#) (Freelance)

July 2023 – May 2025

- Integrated FMOD audio into Unity/Unreal projects for indie projects.
- Refined in-house plugins and wrappers, reducing workload for creative sound designers.
- Collaborated with dev teams to ensure audio system's harmony with existing codebase and conventions.
- Maintained good documentation to ensure a smooth handover to other team members.
- Developed FMOD Studio scripts to assist the creative sound designers in authoring events and ease workspace organisation.

Selected Projects

Year	Project	Design	Implementation	Engine	Released
2026	Scriptorium <i>Yaza Games</i>	✓	✓	Unity, FMOD	Demo
	• [unannounced cozy game]	✓		Unity	
	• [unannounced narrative thriller]	✓	✓	UE5, Wwise	
2025	[unannounced sci-fi strategy]	✓			
	• Yes, Your Grace: Snowfall <i>Brave at Night, iGame.Audio</i>		✓	Unity, FMOD	Shipped
	• Winnie's Hole <i>Twice Different, iGame.Audio</i>		✓	Unity, FMOD	
	• Deepwood <i>Mechanimal</i>	✓	✓	Unity, Wwise	Presented
2024	Rolling Up! <i>Golden Eagle</i>	✓	✓	Unity, Wwise	
	• The Pirate Queen <i>Singer Studios, iGame.Audio</i>		✓	UE5, FMOD	Shipped
	• Signal <i>personal project</i>	✓	✓	UE5	-
	• Lift <i>Jordan Daniel</i>	✓	✓	Unity, FMOD	
2023	Loddlenaut <i>Moon Lagoon, iGame.Audio</i>		✓	Unity, FMOD	Shipped
	• Zombiescape <i>Crutsche Studio</i>	✓			
	• Wild Country <i>Lost Native, iGame.Audio</i>		✓	Unity, FMOD	Shipped
	• Golfcraft <i>Oh My Verse</i>	✓		Three.js	Shipped
	• Nano Force <i>Deep Tech</i>	✓	✓	Unity	Early Alpha
	• Left Behind <i>Alkoryn Studios</i>	✓	✓	Unity, FMOD	
2022	My Voice Comes Up Through Me <i>personal project</i>	✓	✓	UE5	Published
	• Pangea <i>Limbik Theatre</i>	✓	✓	Unity	Published

Skills

Game Development

Unity (C#), Unreal Engine (Blueprint, MetaSounds), FMOD, Wwise

Middleware authoring, engine hookup, profiling, debugging

ReaScript, FMOD Scripting, WAAPI, Max for Live.

Scripting, tooling

Audio Production

Reaper, Ableton Live, iZotope RX, FabFilter, Waves, Max/MSP, PureData, SPAT, IEM Suite.

Field recording, studio recording, foley, synthesis, dialogue editing, spatial audio, mixing, mastering.

Production

Git, Plastic, Perforce

Version control

GSuite, ClickUp, Notion, Trello, Jira

Documentation, asset and issue tracking

Personal

Qualifications

MMus in Sonic Arts Goldsmiths, 2017

University of London

BMus in Music University of 2014

Manchester

Grade 8 Piano ABRSM 2009

Languages

Fluent Spanish (Latin American)

Awards & Community

- [Limit Break](#) Mentor 2021, 2024, 2025.
- [Out Making Games](#) Leadership Team member since 2023.
- Honourable Mention at the [Airwiggles Implementournament](#).
- Honourable Mention at [Play22 Creative Gaming Festival](#).
- Honourable Mention at [IndieCade's Climate Jam 2024](#).