

CARLOS JIMÉNEZ

GAME AUDIO DESIGNER

SOFTWARE

- REAPER • PRO TOOLS
- NUENDO
- STUDIO ONE
- FMOD
- WWISE
- UNITY
- UNREAL

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INSTRUMENTS AND MUSICAL SKILLS

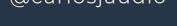
- PIANO AND KEYBOARDS
- ELECTRIC BASS GUITAR
- ELECTRIC AND ACOUSTIC **GUITAR**
- ADVANCED CLASSICAL AND CONTEMPORANY HARMONY

CONTACT INFO

Phone: +49 1511 6918551 Email: carlosjaudio@gmail.com

SOCIAL MEDIA







DEMO REEL: https://www.carlosproductions.com/

PROFESSIONAL EXPERIENCE

SENIOR AUDIO DESIGNER

YAGER | 2022 - Present

- Audio design and implementation using UE5 + Wwise in codevelopment for Dune: Awakening: https://duneawakening.com/en/developer-update-2-soundsof-arrakis
- Create creatures and weapon foley set sound effects for The Cycle: Frontier
- More: https://youtu.be/YGrif4kh_sc?si=J8GVeWGlwQoMi1Bp

TECHNICAL SOUND DESIGNER

Dual Effect SpA | 2022 - 2023

- Create sound effects for Tormented Souls 2
- Audio implementation using FMOD and Unreal Engine 5
- More: https://pqube.co.uk/tormented-souls/

SOUND DESIGNER

CinemaCraft | 2021 - Present

- Create sound effects for Minecraft Projects.
- Linear sound design and mixing.
- More: https://www.cinemacraft.dev/

SOUND DESIGNER

Odyssey Entertainment | 2020 - 2022

- Create sound effects for Transmogrify.
- Mix and master audio for Transmogrify.
- Implement sounds using Godot Engine.
- More: https://www.playtransmogrify.com/

SOUND DESIGNER

- Create sound effects for Hellsweeper VR
- More: https://youtu.be/EswAcQ5wtDA

FREELANCE MUSIC COMPOSER AND SOUND DESIGNER FOR VIDEO GAMES

Upwork | 2019 - Present

• More info: https://www.upwork.com/o/profiles/users/_~01f91929765981817f/

FREELANCE MUSIC COMPOSER AND SOUND DESIGNER FOR VIDEO GAMES

Fiverr | 2017 - Present

• More info: https://www.fiverr.com/jbazz_/composer-music-for-your- <u>game</u>