

**CONTACT** 



**Portfolio** 



Linkedin



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SKILLS

**REAPER** 

LOGIC PRO X

**FMOD Studio** 

Unity

**Unreal Engine 5** 

Universal Category System

**Audio Plugins** 

**Drivers License** 

LANGUAGE

**ENGLISH:** 

Full Professional proficiency

**SWEDISH:** 

Native Language

# DANIEL SVENSSON

# SOUND DESIGNER

With me you can expect a passionate & exited sound designer with expertise in implementing cohesive soundscapes. Close cross discipline collaboration and communication to ensure high quality sound and player experience.

# **EDUCATION**

# **Virtual Composition and Sound Design**

2022-2024

Östra Grevie Folkhögskola

Audio design, recording and composition with a focus on teamwork & feedback. Solo or collaboration on sound & music work for both games and linear experiences such as audio redesign's to gameplay or trailer's.

## **Music And Sound Design for Games**

2021-2022

Framnäs Folkhögskola

Focus on linear and adaptive music, different audio workflows and FX usage. Planning theoretical games and a quick C# course.

# PROFESSIONAL EXPERIENCE

### The Game Assembly

≈720h of work combined

Four game projects with teams of 19-20 where I Created audio & integrated it to FMOD.

My responsibilities included: Sound design, Cross discipline Planing & communication, work documentation, filed & studio sound/voice recording, adaptive music creation, problem solving and more.

## **Growth Spurt/Wing it Games EK**

2023-current

Created a mobile puzzle game and company as a side project. Nominated to best mobile game and now available on AppStore and Google Play with around 200 downloads.

My responsibilities include: Sound design, music, finding connections, game/feature design, meetings, QA, communication, marketing and company board president.

## Other smaller student projects

Created and implemented audio using FMOD and unity to games.

### Musician

Summers 2019-2022

Svenska kyrkan Anundsjö, Sweden

Performing live music in a small team to spread joy and music. Primarily to the elderly or during social gatherings.