

PABLO SORRIBES



Composer, Sound Designer & Programmer

I am a programmer with ample experience in technical sound design.

Having the opportunity to create audio for games is fantastic and the satisfaction of creating a well implemented piece of audio is my intrinsic passion.



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EXPERIENCE

Hayfever (Pixadome)

Technical Sound Designer – (2018-now)

- Sound Design & SFX for a retro-style game about using allergies as superpowers.
- C#-implementation of Music and Audio, using FMOD Studio.
- Making and using original recordings for the sound design.

OutHere VR

C# Programmer for VR & AR – (2019-now)

- C# Programming for VR- and AR-development in Unity.
- Programming editor scripts, tools and features for internal workflows within Unity.
- Creating workflow tools for Cinema 4D using Python.

Forebearers: Hearth and Home (Sandspire Interactive)

Composer – (2018-2019)

- Composing an ambient soundtrack for a city builder game.
- The soundtrack features Viking Chants, Oriental Flutes & Orchestral Compositions.
- Contracting several solo musicians, whom I recorded and wrote specific notation for to give the soundtrack a sense of life and uniqueness.

Clash of Greedy Crooks (Yrgo)

Lead Programmer & Technical Sound Designer – (2018)

- Leading the programming team by assigning tasks and making sure everyone stayed on schedule.
- Designing the music- and audio system in the game to account for 4 players shooting at each other all the time.
- Implementing 3D-models and animations in Unity which were made by the artists.

Copoka (Inaccurate Interactive)

Audio Team Lead & Composer – (2016-2017)

- Structuring, mixing and mastering a large FMOD-project set in an Open World.
- Implementation of SFX and Music in Unreal Engine 4.
- Leading a team of sound designers and composers to direct the auditory game experience, as well as working out a Project Schedule together with the other leads.

PROGRAMMING SKILLS

- C# (Proficient)
- C++ (Basic)
- Python (Basic)
- Blueprint [Unreal Engine] (Proficient)

MUSIC & AUDIO SKILLS

- Composition
- Orchestration
- Notation
- Recording Techniques

COMPUTER SKILLS

- Unity
- Unreal Engine 4
- Visual Studio

- FMOD
- Wwise
- ELIAS Studio

- Reaper
- Studio One
- Sibelius

- Adobe Premiere
- Adobe After Effects

- Version Control (Perforce, Git & SVN)
- Microsoft Office

EDUCATION

Yrgo, Gothenburg, Sweden (2017-2019)

Vocational Diploma in Game Programming

- 4 Game Projects together with the other students.
- Programming a Level Editor in VR.
- Learning to use both Unity3D and Unreal Engine 4.

University of Skövde, Skövde, Sweden (2014-2017)

Bachelor's Degree in Music for Computer Game Development

- 2 major Game Projects in groups of 18 students. The second game was released as a "Humble Original" on Humble Bundle.
- Several courses in Composing, Music Theory and Orchestration.
- Composed and recorded a piece for a professional string quartet, as well as conducted a small orchestra.

LANGUAGES

- Swedish – Native Speaker
- Spanish – Native Speaker
- German – Native Speaker
- English – Fluent
- French – Intermediate

OTHER MERITS

- 18 Game Jams abroad and in Sweden, ranging from 48h to full week jams, making both 2D & 3D games in Unreal Engine 4 & Unity 3D (2015-now).
- Speaker of a Game Music Panel at Slavic Game Jam 2016 (2016).
- Student Representative for the Game Programming Class at YRGO (2017-2019).
- Chairman of the Student's Music Association in Skövde (2015-2017).
- African Marimba player, performing at numerous concerts through which money was raised for two voyages to workshops in Africa (The Gambia in 2012 and Zimbabwe in 2014) (2004-2014).

REFERENCES

Martin Krafft

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