

PABLO SORRIBES




Composer Technical Sound Designer


I am a composer and sound designer with ample experience in technical sound design.

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

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GAMES

An excerpt of some of the games I've worked on.

Expeditions: Rome (Logic Artists)

Technical Sound Designer

- Designing a modular Combat Audio System that accounted for a plethora of combinations of weapons, armor and abilities, which supported the RPG-elements of the game.
- Creating an Interactive Music System for Unreal Engine 4.23. The system is beat-synced and it ramps up and down the layers of music depending on the intensity of the combat.
- Created and implemented all UI Sounds, as well as designed the day/night ambience for 40+ levels in the game.

Totally Accurate BattleGrounds (Landfall)

Technical Sound Designer

- Redesign of all the sounds and implementation as a part of the Sonigon Audio Team.
- Created a system for building custom "Catchphrases", ie. three words that will be played after each other. Players can choose the voice they want to use, and the UI is automatically generated based on what audio files are available in the project.
- Designed a system for changing reverb and gunshot reflection-layer depending on what location the player currently is in.

Gumslinger (Itatake AB)

Composer & Technical Sound Designer

- Composing western style music with a cartoony vibe.
- Creating sounds for 8+ Guns, as well as Impacts, Explosions, Recording VO, Mixing, etc.
- Implementing over 1000 SFX in Unity using *Master Audio* and creating workflow tools to speed up the process.

Providence (Dynasty Studios) [Ongoing]

Composer & Technical Sound Designer

- SFX & Music for a 3rd person shooter sci-fi game with procedurally generated worlds, developed in Unreal Engine 5.
- So far I've designed SFX for Monsters/Creatures, Weapons, Ambiences, etc.
- Designed an Ambience System which responds to the procedurally generated environment of the game.

PROGRAMMING SKILLS

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

MUSIC & AUDIO SKILLS

- Composition
- Orchestration
- Notation
- Recording Techniques

COMPUTER SKILLS

- Unreal Engine 5
- Unity
- Visual Studio

- FMOD
- Wwise
- ELIAS Studio
- Sonity

- Reaper
- Studio One
- Sibelius

- Adobe Premiere
- Adobe After Effects

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

FILM

[Sagor frá Minea – Tillsammans](#) (Sun Twin Photography)

Additional Composer

- Composing music with a sad and northern folk-vibe for a scene in the movie (12:50-13:50).
- Helping out my fellow composer with mixing the film.
- Recording 3 live musicians to add character to the score.

[If I Had Time](#) (Sun Twin Photography)

Composer

- Composing two tracks with distinctly different tone. One upbeat and cheery, the other more reflective and mellow.

CIRCUS

[Hrifningu](#) (Nordcirkus)

Composer

- Creating 11 minutes of music for a fire show.
- The music features Viking Chants in Icelandic, mixed with middle-eastern instruments and a western orchestra.
- Recorded several vocalists and instrumentalists.

[Elden Inombords](#) (Nordcirkus)

Composer

- Creating 14 minutes of music for a fire show with live poetry.
- Recorded, edited and mixed the poetry that is a part of the show.
- Did the live sound during the premiere of the show.

PROGRAMMING SKILLS

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

MUSIC & AUDIO SKILLS

- Composition
- Orchestration
- Notation
- Recording Techniques

COMPUTER SKILLS

- Unreal Engine 5
- Unity
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- FMOD
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- 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 made in Unreal Engine 4 and 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

- 19 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

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