









CONTACT

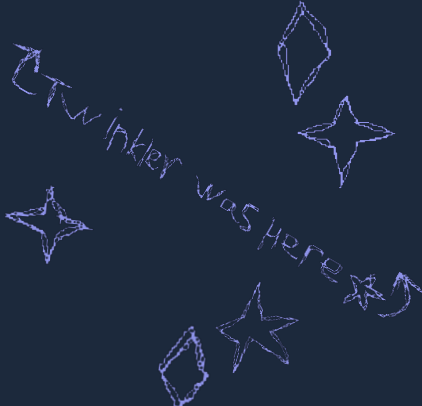
-  [Portfolio](#) 
-  [Linkedin](#)
-  Malmö, Sweden
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SKILLS

- 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.