JULIAN SILGUERO

SOUND DESIGNER

SUMMARY

Creative and hard working sound designer, specializing in working with videogames. Experience with all stages of the designing cycle, DAws, Middlewares and Game engines.

SKILL HIGHLIGHTS

- Digital sound editing
- Sound and music implementation in videogames
- Music compossing
- Video edition
- Game development
- C# Basic Programming
- Blueprints Basic Programming

CONTACT

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Portfolio Youtube
LinkedIn
Website
Reel

PERSONAL INFORMATION

Date of Birth : 05/10/1994
Nacionality: Argentine

APTITUDES

LANGUAGES

Spanish Native
English C2
Italian B2
German A1

WORK EXPERIENCE

SOUND DESIGNER

Ark One Studio 2023 - 2024

- Sound Design
- Implement using FMOD and Unity
- Project management

Shipped games

- Quadroids (2024) *Steam, PS4, Xbox*

Freelance 2022 - 2024

- Sound Design
- Implement using Wwise, FMOD, Unity and Unreal Engine
- Music composition
- Game Designer

Shipped games

- Creepy Crawlers (2024) Itch.io
- Fishbowl Rescue! (2023) *Itch.io*
- CAT.EXE (2022) *Itch.io*
- Karate Kolour (2022) *Google Playstore, Itch.io*
- Test of Faith (2021) *Itch.io*

EDUCATION

BUENOS AIRES UNIVERSITY

Facultad de Arquitectura, Diseño y Urbanismo

-Bachelor Degree in Image and Sound Design 2013 - 2019

IMAGE CAMPUS

Game Audio

- Videogames Audio Diploma 2021

NATIONAL UNIVERSITY OF ARTS

Music for Videogames

- Music for Videogames Diploma 2022

NATIONAL TECHNOLOGY UNIVERSITY

E learning centre

- Digital Audio Diploma 2020