



## Profile

I worked for 18 years as a forensic expert and decided to take the opportunity of moving to Montreal to change careers. I've always loved audio and video games, so why not combine the two? So this is who I am now: a sound designer for video games.

## Contact



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## Social Media



<https://www.linkedin.com/in/camiloaudio/>



<https://www.instagram.com/modulantenoturno/>

## Education



**Le Campus ADN – AEC Sound Design and Sound Integration for Video Games -**  
Montreal, Quebec – 08/2023 – 07/2024

**Game Audio Academy - EVO Mentorship -**  
Online - 06/2019 – 08/2022

**Game Audio Academy - Game Audio Training Program – Online -** 05/2019 - 06/2019

**Instituto-Geral de Perícias do RS -**  
**Forensic Expert Training –** Porto Alegre, Brazil - 2003

**Universidade Federal do Rio Grande Do Sul – Bachelor in Law -** Porto Alegre, Brazil – 03/1997 - 06/2002

# Video Game Experience



### Dialogue Audio Editor – 06/2025 - present

*Side Montreal*

- Editing dialogue audio using software like RX and Reaper.

### Sound Designer – Integrator (as student) – 05/2024 – 07/2024

*Campus ADN – Game: Anima(PC)*

- Worked with Unreal – Wwise integration;
- Used Perforce as source control.

### Functionality QA Tester – 03/2023 – 03/2025

*Keywords Studios Montreal*

- Testing video games, writing bug reports on Jira, coaching new testers.

### Freelancer Sound QA Tester - 03/2022

*Game Audio Sounds - Game: Chessarama (PC) - Minimol Games*

- Tested one of the game's worlds giving feedback to the audio team about issues with the sound effects, music and Fmod;
- Discussed with the audio team solutions for bugs and how they could improve the sound effects, music and integration.

### Freelancer Sound Designer – 07/2021

*Game Audio Sounds - Game: Chessarama (PC) - Minimol Games*

- Worked with the sound design team creating sound effects for one of the game's worlds using Reaper.

### Freelancer Music Composer - 12/2020 – 01/2021

*Game Audio Sounds - Game: The Chess Variants Clubs (PC) – Minimol Games*

- Created the music for the game using Ableton Live and plugins.

### Freelancer Audio Designer - 12/2020 – 01/2021

*Game Audio Sounds - Game: Chess Knights: High Noon (PC) - Minimol Games*

- Supervised the use of Wwise to create an audio system for the game.

# Skills

- Ability to learn quick;
- Methodical and organized;
- Attention to detail;
- Trustworthy;
- Knowledge of DAW's like **Ableton Live, Reaper** and plugins;
- Knowledge of **Fmod** and **Wwise**;
- Knowledge of **RX Standard**;
- Knowledge of **Unity** and **C# Scripting**;
- Knowledge of **Unreal** and **Blueprints**;
- Knowledge of source control tools like **Perforce**;
- Knowledge of **Jira** and **Confluence**;
- Knowledge of synthesis to create sound effects and music;
- Knowledge of field recording;
- Languages: English, French and Portuguese.

## Other Video Game Experiences

- Global Game Jam – 01/2017
- Global Game Jam – 01/2018
- X Santa Maria Game Jam – 07/2019
- XI Santa Maria Game Jam- 11/2019
- Game Jam Studica – 01/2020



## Freelancer Music Composer and Music Producer - 09/2020

*R2 Game Studio* - Game: Break Blast (PC)

- Worked with the team of composers creating music for the game using hardware synthesizers and Ableton Live;
- Adapted music created with VSTi's to work with hardware synthesizers and recorded the hardware synthesizers.

## Freelancer Music Composer - 04/2020 - 06/2020

*Game Audio Sounds* - Game: Knight's Retreat (Switch, PS4/PS5, Xbox, PC) - Minimol Games/QUByte Interactive

- Worked with the team of composers creating and mixing music for the game using Ableton Live and plugins.



## Other Work Experiences

### Forensic Expert – 01/2004 - 01/2022

*Instituto-Geral de Perícias do Rio Grande do Sul* - Brazil

- Examined pieces of evidence in the field of Forensic Ballistics;
- Examined pieces of evidence for the identification of vehicles;
- Examined crime scenes leading the team, assuring its safety, deciding what is relevant to collect and photograph;
- Wrote forensic reports ensuring strict compliance with the established deadlines.



## Masterclasses Taught

**Masterclass “Modular Synthesis 101”** – Universidade Federal de Santa Maria – Brazil 10/2018

**Masterclass “Synthesis Fundamentals through a Modular Synth”** – Game Audio Academy – Online – 04/2020