

MARÍA CASTRO

CONTACT

+34 692474711

scherzo.noise@gmail.com

Music composer and sound designer with interest between science, art and technology dialogue and development



Portfolio website

<https://www.marcastrosound.com>

EXPERIENCE

- 2023 **Oxalis Games: Sound Designer**
- Audio pre, production and postproduction roadmap
 - All Sound Design in Moonfrost LifeSim videogame: UI, AMB, Foley, VFX, SFX.
 - 3D Game Audio interactivity design
 - SFX and Music implementation directly in Unity 3D using C#
 - Mixing and mastering with Bugfixing and QA.
- 2022 - 2023 **Electronic Arts: Audio Artist**
- Localization team member in charge of mastering and post processing VOs in all localized languages for AAA videogames:
 - Immortals of Aveum
 - Wild Hearts
 - Star Wars Jedi Survivor
 - Workflow optimization for VO mastering
 - Edit, test and bug fixing
 - Massive Audio Content Management with P4V, Jira, Excel
 - Creation of FX chains for VO post processing
 - Audio Localization QA
- 2022 **Timba Games: Sound Designer**
- Audio production and roadmap in online multiplayer videogame: Sacred Tails
 - Sound design of VFX, character VO, player locomotion, ambients, UI and spatialization
 - Audio postproduction, mixing and mastering
 - Dynamic audio and optimized implementation using Wwise in Unity 3D
 - Bugfixing and QA
- 2022 **LittleArrow Games: Audio Generalist, Sound Designer, Composer**
- Direction and production of the audio pipeline in "Manitas Kitchen"
 - Audio implementation using Fmod in Unity 3D.
 - Sound Design of UI, VO and characters.
 - Music composition, interactive music and audio systems.
- 2021 - 2022 **HelloSound: Junior Sound Designer, Junior composer**
- Work with other members of the audio team as required by the pipeline creating high quality sound assets for UI.
 - Non linear music composition and arrangements.
- 2018 - 2021 **International Sci-Fi Festival: Paralelo: Composer, manager, sound designer**
- In charge of creation, coordination, planning and implementation of interdisciplinary projects and activities related to sound and interactive music in VR environments.

SKILLS

- Sound Design: synthesis, sound processing, foley, field recording
- Highly Proficient with audio middleware (Fmod/Wwise)
- Music composition and Arrangements
- Experience in AAA Voice Over and Localization development with shipped titles
- Game Engine Audio Implementation with Blueprints and code (Unity, Unreal Engine)
- Audio Programming (C#, SuperCollider, Pure Data)
- Industry Standard DAWs (Reaper, Logic, ProTools)
- Interactive audio systems and implementation
- Audio production: Mixing, mastering, editing, postproduction.
- Audio content management: GitHub, P4V, Jira, Excel
- Audio project management: pre, production and post production of audio pipeline
- Audio bugfixing and QA
- Workflow optimization for VO
- C1 International Test of English Proficiency (ITEP)

EDUCATION

Master's degree in Electroacoustic Composition and New Media

2023 - present | Katarina Gurska, Spain

Bachelor's degree in Music Composition

2016 - 2021 | El Bosque University, Colombia

Audio Programming Laboratory

2020 | Plataforma Bogotá | Idartes

Sound Experimentation and Research Laboratory

2021 | University School of Music of the Republic of Uruguay

Introduction to 3D videogames in Unity

2020 | Domestika

Ambient and Procedural Sound Design - Dynamic Audio

2022 | UnrealEngine online courses

Game Audio 301: Sound & Music Implementation using Wwise

2022 | Udemy online courses