Aleix **Ramon**

Game Sound Designer and Music Composer

6 shipped or soon-to-be shipped titles [PORTFOLIO [↗]]

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Experience

Game Audio for Magic Inn (PC) [↗]
2023 - 2024

PURPLE DOOR STUDIOS

- Designed an adaptive and procedural music system using FMOD and Unity.
- Composed, produced, and mixed adaptive game music .
- Created and implemented sound effects.

Game Audio for G-Switch 4: Creator (Mobile, PC) [↗]
2023 - 2024

SERIUS GAMES

- Designed an adaptive music system within a limited game engine (HaxeFlixel).
- Composed, produced, and mixed adaptive game music.
- Created and implemented sound effects.

Game Audio for Captain Soda (PC) [↗]
2022 - 2023

RAY FLOWER GAMES

- Designed an adaptive music system and implemented it natively (Game Maker Studio 2).
- Composed, produced, and mixed adaptive game music.
- Created and implemented sound effects.

Game Audio for Guncar Arena (PC) [↗]
2022 - 2023

DEVIL TOAD STUDIO

- Designed an adaptive music system and implemented it natively (Game Maker Studio 2).
- Composed, produced, and mixed adaptive game music.

Game Audio for FixFox (PC, Switch) [↗]
2020 - 2021

RENDLIKE

- Designed an adaptive music system using FMOD.
- Composed, produced, and mixed adaptive game music.

Game Audio for Dukaz 111 (Evidence 111) (Mobile) [↗]
2019 - 2020

PLAY BY EARS

- Designed an extensive adaptive music system for an audio-only game within a massive FMOD project.
- Composed, produced, and mixed adaptive game music.

Technical Support
2019 - 2020

SAP CONCUR

- Provided technical support online and locally (Prague, Czech Republic) within a global corporation.
- Received "Exceptional" or "Very Good" rating in 86% of cases.

Music Editor
2018 - 2019

YOUR MUSIC ASSISTANT (OWN STARTUP)

- Searched and edited Royalty-Free music for media creators.

Writing and Divulgation
2017 - Present

FREELANCE

- Share knowledge on best game audio practices for game developers on my blog blog [↗], newsletter [↗], and social media [↗].
- Wrote two books in English as a ghostwriter: "Fingerstyle for Noobs" [↗] and "Chords for Beginners" [↗]
- Wrote "The Nomadic Home Studio" [↗], a book explaining travel-friendly workflows for sound engineers and music producers.

Music Composer and Sound Designer for linear media
2013 - 2018

FREELANCE

- Took full responsibility for the audio of a variety of media.
- Coordinated with other teams, envisioning, sharing, and executing an audio approach for each project.
- Credits include 12 commercials, 6 corporate communication videos, 6 short films, and 4 video mapping projections.

Education

Academic Research Assistant in Music Psycology   *2015*
INSTITUTE FOR PSYCHOACOUSTICS AND ELECTRONIC MUSIC   *Ghent, Belgium*

International Erasmus Stay in Audiovisual Communication   *2014 - 2015*
UNIVERSITEIT GENT   *Ghent, Belgium*

BSc. in Audiovisual Communication   *2011 - 2015*
UNIVERSITAT ROVIRA I VIRGILI   *Tarragona, Spain*

Professional Degrees in Music Theory and Electric Guitar   *2009 - 2015*
ESCOLA MÚSICS EL VENDRELL   *El Vendrell, Spain*

Volunteering and Public Speaking

2021	**Speaker**, Making Hybrid Music for Pixel Art Games	*GameSoundCon*
2018	**Speaker**, How Not to Die of Hunger in the Music Industry	*Nouvelle Prague*
2018	**Volunteer**, Speaker recruitment	*Czech VR Fest*
2018	**Volunteer**, Event organisation	*Prague GDS*

Game Audio Skills

Music Composition	Proficient in composing high-quality game music, including adaptive and procedural music
Music Production	Proficient in producing, and mixing game music
Wwise	Proficient in Wwise. Experienced in WAAPI scripting with Python.
FMOD	Proficient in FMOD.
Music systems	Proficient in designing and documenting adaptive and procedural game music systems.
Music Theory	Expertise in music theory with extensive real-world experience. Able to read musical scores.
Native Implementation	Experienced implementing natively in Unity, Unreal (incl. Blueprints), HaxeFlixel, and Game Maker.
Programming	Working knowledge of Python and JavaScript.
Documenting	Versed in documenting systems, processes, and libraries in a clear and orderly manner.
Version Control	Familiar with version control, including Perforce.
Recording session logistics	Able to organize and direct recording sessions
DAW	Proficient in Cubase and Pro Tools. Familiar with Reaper (incl. ReaScript).
Sound Design	Skilled in sound design.
Cross-team Collaboration	Experienced in communicating and planning with teams of other disciplines.

Complementary Skills

Game Design	Knowledge of game design principles.
Storytelling	Knowledge of interactive storytelling techniques.
Graphic Design	Experienced in graphic design.
Video Editing	Experience in video editing and knowledge of the cinematic language.
Photography	Knowledge of artistic and technical principles of photography and lighting.
Languages	English (C1), Spanish (Native), Italian (B2), Czech (B1), Dutch (A2), Catalan (Native)