



Jorge Taracena

SOUND DESIGNER

Profile

- Experience in video games as sound, level and game designer and producer.
- Master of Digital Media with a focus on Game Design and Project Management.
- Avid gamer since very early age, with experience on all game genres.
- Experience in playtesting, both as planner and player.
- Experience managing multiple game areas in different stages of game development.
- Experience integrating sound in video game engines Unity and Unreal Engine 4

Employment History

Sound Designer, Skrice Studios, (Remote)

DEC 2022 — CURRENT

Heroes of Mavia, Video Game

- Recording, organizing, processing and integration of audio assets into Unity utilizing Wwise as middleware tool.
- Constant communication with different departments such as programming and art to ensure accurate sound design is achieved.

Sound Effects Editor, HBO Max, Netflix, Disney Plus (Credit under "Oscar Victoria")

JUNE 2022 — OCT 2022

Iron Chef Mexico, Netflix:

- SFX Editor for 4 episodes working with Oscar Victoria (Credit)

Divina Comida, HBO Max:

- SFX Editor for 11 episodes working with Oscar Victoria (Credit)

Lucha: Despierta tu naturaleza, Disney Plus

- SFX Editor for 3 episodes working with Oscar Victoria (Credit)

I love you and it hurts, HBO Max:

- SFX Editor for 3 episodes working with Oscar Victoria (Credit)

Producer/Project Manager (Part time), Imertual, Mexico City (Remote)

MAY 2021 — DECEMBER 2021

Dream of Darkness, Video Game

- In charge of communication across multiple teams and time zones remotely.
- Organization of schedules and meetings for the different teams.
- Design and integration of Scrum for agile development.

Instructor, Sound Design/Audio Post-Production (Part time) , Tec de Monterrey, Puebla, Mex. (Remote)

FEBRUARY 2021 — JANUARY 2022

- Part Time Professor:

Recording Techniques, Sound Design, Post-Production and Specialized Music Scoring.

Details

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Links

[Portfolio](#)
[Linkedin](#)

Skills

Adaptability
Agile Project Management
Game Design
Communication Skills
Fast Learner
Effective Time Management
Ability to Work Under Pressure

Software

Pro Tools 101, 110
Izotope RX
Wwise
FMOD
Unity
Unreal Engine 4

Languages

Spanish
English

Game and Sound Designer, Centre for Digital Media / Blackbird Interactive PROJECT FALCON, Video Game, Vancouver, BC

MAY 2018 — AUGUST 2018

- As Game Designer:

- Designed core pillars for the game.
- Designed features to be implemented in the game.
- In charge of early playtesting and prototyping of the game using analog and digital tools.

- As Sound Designer:

- Designed, created and edited sound assets for integration in the game.
 - Integrated and programmed sound for game using Wwise and Unreal Engine 4.
- Used software: Source Tree, Pro Tools, Wwise and Unreal Engine 4.

Re-recording Mixer , Blood Only, Short Film, Vancouver, BC

FEBRUARY 2018 — APRIL 2018

- Mixed dialogue, music and SFX, used software: Pro Tools.

Sound Designer, Integrator, Vancouver Film School / Game Design Campus "KUROMA", Video Game, Vancouver, BC

JANUARY 2017 — MAY 2017

- In charge of sound supervision and contact with the game design department
- Designed, created, and edited assets for integration in the game.
- Integrated sound for entire Kuroma videogame using Wwise and Unity. - Used Perforce as source management for the project.

Accomplishments:

- Reorganized asset implementation layout, increasing production efficiency by 10% during alpha stage of development.

Head of Production, Recording and Mixing Engineer , Tec de Monterrey, THESIS Project, Puebla, Mex

JANUARY 2016 — MAY 2016

- Stayed in contact with the band and arranged recording sessions as well as mixing sessions with the production team.
- Created mixing and recording templates for more efficiency.
- Organized live session recording (videoclip) with the band.
- In charge of contract solving with the band. - As Recording Engineer:
- Recorded and Mixed 5 out of the 10 songs on the EP using an API 1608 console.

Education

Music Production Engineer, B.S., Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM), Puebla, Mex.

AUGUST 2011 — MAY 2016

Sound Design for Visual Media, Vancouver Film School, Vancouver, BC

JUNE 2016 — JUNE 2017

Master of Digital Media, Centre for Digital Media (SFU), Vancouver, BC

JUNE 2021 — JUNE 2021

References

- Dennis Chenard
Centre for Digital Media
Director of Industry Relations
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- Jonathan Fish
Electronic Arts
Senior Audio Artist: Speech
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- Benjamin Swee
Ben Swee Marketing
Founder
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