



# 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, Freelance

JUNE 2022 — DEC 2024

Iron Man and His Awesome Friends, Vaudeville Sound: Foley Editor 2 Episodes

LEGO DreamZzz, Vaudeville Sound: Foley Editor 2 Episodes

Iron Chef Mexico, Netflix: SFX Editor for 4 episodes working with (Uncredited)

Divina Comida, HBO Max: SFX Editor for 11 episodes working with (Uncredited)

Lucha: Despierta tu naturaleza, Disney: SFX Editor for 3 episodes working with (Uncredited)

I love you and it hurts, HBO Max: SFX Editor for 3 episodes working with (Uncredited)

### 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.

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

MAY 2018 — AUGUST 2018

## Details

+1 236 591 7661

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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

Logic Pro

Reaper

Izotope RX

Wwise

FMOD

Unity

Unreal Engine 4

## Languages

Spanish

English

- 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 2017 — JUNE 2019

## **References**

- Dennis Chenard  
Centre for Digital Media  
Director of Industry Relations  
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- Benjamin Swee  
Ben Swee Marketing  
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- Jonathan Fish  
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