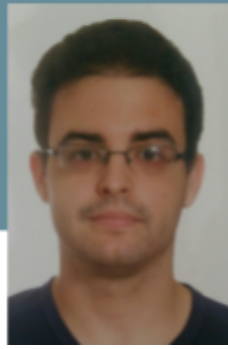


# Manuel Pérez Pérez

Composer & Sound Designer

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## Experience

2018

COMPOSER / SOUND DESIGNER

GAME DESIGNER / ENVIRONMENTAL ARTIST

**ARIMA (NINTENDO SWITCH / PC)**

<https://www.twitch.tv/3d2entertainment>

**3D2 Entertainment**

**BEST GAME FOR THE PRESS**

(Barcelona Games World - 2018)

Creating music and sound effects, including its implementation in the engine (Unreal Engine 4)

2017

SOUND DESIGNER

**INTRUDERS: HIDE & SEEK (PS4)**

**Tessera Studios**

<https://www.playstation.com/es-mx/games/intruders-hide-and-peek-ps4/>

**BEST UNIVERSITY GAME**

(Fun & Serious Game Festival - 2016)

**BEST GAME OF THE YEAR**

(Playstation Talents - 2017)

**BEST PITCH**

(SXSW - 2017)

**GAMER'S VOICE AWARD**

(SXSW - 2019)

**BEST GAME FOR THE PUBLIC**

(GAMELAB - 2019)

I created sound effects and voice filters, including its implementation in the engine (Unreal Engine 4)

2014

COMPOSER / SOUND DESIGNER

**THE CROW'S EYE (PC)**

**3D2 Entertainment**

[https://store.steampowered.com/app/449510/The\\_Crows\\_Eye/](https://store.steampowered.com/app/449510/The_Crows_Eye/)

**BEST SOUND AWARD**

(Indie Revolution Expo - Game Riot - 2016)

**BEST SCRIPT AWARD**

(Gameboss - 2017)

I created the music, sound effects and voice filters including its implementation in the engine (Unity3D)

## Skills

Composing Skills



Sound Designer Skills



Gamer experience



Artistic-Creative sense



Communication Skills



Quality-speed ratio



Score Editor Skills



Learning Skills



## Daws / Engines

Finale / Sibelius



Cubase /Pro Tools



Unreal Engine



Unity3D



FMOD / Wwise



## Education

GRADUATE IN MUSICAL COMPOSITION & SOUND DESIGNER

CSM "Rafael Orozco", Córdoba

2009 - 2013

MASTER IN MUSIC RESEARCH

Universidad Internacional de La Rioja

2019-2020

Preliminary English Test (PET)