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Laranjal – Pelotas - Rio Grande do Sul - Brazil
11/05/1996

PROFESSIONAL OBJECTIVE

Audio Designer

QUALIFICATIONS SUMMARY

Professional with expertise in sound design, audio post-production, and music production.

- Proficiency in crafting sound effects for linear and interactive media;
- Skilled in game audio implementation within game engines such as Unity and Unreal using FMOD Studio and Wwise, with experience applying C# and C++ principles.
- Audio mixing and mastering;
- Diverse background in music production spanning various genres;

EDUCATION

- Game Audio Academy: August 2023 - January 2024.
- Short Course: "The FMOD & Unity Essentials" - Scott Game Sounds - September 2022
- Short Course: "Profession: Sound Designer" - EBAC - British School of Creative Arts and Technology - November 2021 - January 2023.
- Bachelor's Degree: Phonographic Production - UCPel - Catholic University of Pelotas - March 2014 - February 2017.

PROFESSIONAL EXPERIENCE

Andromeda Sound (Remote)

May 2023 - June 2023

Technical Sound Designer

- Designed, configured, and managed events and soundbanks within FMOD Studio.
- Created audio assets tailored to specific project requirements.
- Crafted placeholder sounds for in-game preview and testing purposes.
- Maintained comprehensive documentation and asset organization using Google Workspace.
- Collaborated on the project using Perforce version control software.

Freelance (Remote)

April 2023

Sound Designer

- Produced audio advertisements in alignment with client-provided briefs and scripts.
- Created custom sound effects to enhance visual content.
- Conducted dialogue editing to refine the audio experience.
- Executed mixing and mastering techniques.

Freelance (Pelotas/RS)

Jan 2018 - Jan 2023

Music Producer

- Composed original music pieces;
- Developed musical arrangements;
- Managed end-to-end music production processes;
- Oversaw instrument and vocal recording sessions;
- Conducted audio editing and enhancement;
- Proficiency in over 50 musical projects, including singles, EPs, and albums;

RELEVANT PROJECTS (Completed during courses and game jams)

"Soul's Light" Game Sound Design and Soundtrack

Farmando XP Game Jam (2023)

- Soundtrack production and composition;

"YT IZZO: FAST, AGILE, SHARP" Sound Redesign, Mixing, and Mastering for Advertisement

EBAC - Sound Design (2022)

- Shaped narrative language and sound aesthetics;
- Created an immersive audio environment for the advertisement;
- Produced custom sound effects;
- Mixing and mastering content to meet industry streaming and TV standards;

LANGUAGES

- English - Advanced;
- Portuguese - Native;

SKILLS

- Proficient in a range of industry-standard tools, including Reaper, Studio One, Izotope RX, FMOD Studio, and Wwise Audio Middleware;
- Solid knowledge of C++ and C# foundations applied to game audio implementation;
- Basic understanding of Unreal Engine 5 MetaSounds and Blueprints, including DSP concepts, parameter control, and logic-driven audio;
- Crafting immersive soundscapes and environments;
- Dialogue editing and mixing;
- Foley recording and editing;
- Creating sound effects tailored to project narratives;
- Shaping sound aesthetics;
- Audio mixing;
- Audio mastering to both linear and interactive industry standards;

SOFT SKILLS

- Strong communication abilities;
- Innovative and creative thinking;
- Rapid learning capabilities;
- High emotional intelligence;
- Collaborative teamwork;

