Pablo Palomino Gomez, Sound Designer

VANCOUVER, CANADA · pablominoaudio@gmail.com · +1 (778) 723 - 5212

PROFILE

Highly motivated Sound Designer devoted to work in a People-Oriented in a Collaborative Team Environment able to prioritize team tasks providing leadership, warm support, and systematic strategies with an understanding personality. Offers strong audio post production and music creation abilities for any type of production within the entertainment industry. Currently developing technical abilities on UE5 and Unity C#.

EXPERIENCE

Technical Sound Designer, Vancouver Film School

Jul 2022 — Present, Vancouver

- Collaborated as a Technical Sound Designer for 4 video games.
- Supervised and coordinated the audio pipeline along Game Developers and Producer.

Sound Editor, John Marshall Media

Dec 2022 — Apr 2023, Mexico City

- Effectively increased audio production between different audio departments for 14 audiobooks by different authors and broadcasters.
- Enhanced the standard audio editing workflow in the company by designing 2 useful REAPER shortcuts.

Sound Designer, VAW Studio

Jun 2021 — Jan 2022, Mexico City

- Recorded and edited BGS and SFX for 7 regional Mexican short films and long films and 2 international long films which led to the most productive phase of the studio within 6 months.
- Created a Virtual Instrument in Kontakt by Native Instruments for the in-studio Piano.

EDUCATION

School of Video Game Audio, Unreal Engine 5

Jul 2023 — Present, Vancouver

- UE 5 Metasound, Audio Mixing, Procedural Audio - Audio Optimization
- Full audio implementation into a video game using UE 5

Vancouver Film School, Diploma at Sound Design for Visual Media

Feb 2022 — Feb 2023, Vancouver, Canada

- Collaborated on 4 video games as a technical sound designer along the Game Development Campus at VFS. All of them were selected to be played at the VFS Arcade Website and were developed on Unreal Engine and using FMOD as the audio middleware.
- Worked as a Sound Mixer for an Odansi Media Group Company Internal Advertisement.

Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM), Digital Music Production Engineering Bachelor

Aug 2017 — Dec 2022, Mexico City, Mexico

- Specialized on Sound Design and Audio Post production. This program granted me with the experience to work along *Carlos Cortés* at *Splendor Omnia,* Oscar Award Winner for Best Sound for *A Sound Of Metal.* I designed and edited the audio for 6 scenes for the movie *Dias Negros* by *Francisco Laresgoiti.*
- Had the experience to re-compose the music for *Monday Night at Seven,* music originally composed by *Rosino Serrano.* This led to an online meeting with him granting me with his credits, respects and feedback of my work.

LINKS

Website
Twitter
Instagram
Soundcloud
LinkedIn

SKILLS

Sound Design and Asset Production

Pro Tools

REAPER

Wwise Authoring Tool

Dialogue Recording

iZotope RX

Logic Pro X

FMOD

Film Scoring and Music Composing

Kontakt

C#

LUA

UE 4 Blueprints

SuperCollider

Reaktor NI

SuperCollider

Unreal Engine 5 Metasounds

MY WEBSITE

SCAN ME

MY DEMO REEL

SCAN ME