

# DANIEL BEJARANO

Portfolio Reel  
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## AUDIO DESIGNER

Creative and dedicated professional with over 6 years of experience producing high quality game audio content  
Skilled in audio integration using Wwise and Unreal Engine to enrich audio possibilities  
Master of Science in Sound and Music for Interactive Games

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## SUMMARY OF SKILLS

- Excellent interactive audio design and integration abilities with Wwise and game engines like Unreal Engine and Unity
- Exceptional skills in audio recording, editing, mixing and mastering using Pro Tools (Certified)
- Solid understanding of interactive audio systems and audio assets optimization
- Strong background in music composition and skilled in implementing dynamic music
- Able to communicate effectively with programmers and to work with interdisciplinary development teams
- Experience engineering both, studio and field recording sessions, operating recording equipment
- Ability to use visual scripting environments including blueprints and Max/MSP

## KEY COMPETENCES

Sound Design • Mixing • Editing • Technical Audio Theory • Dialogue Recording • Audio Middleware  
• Audio Mastering • Field Recording • Dynamic Music • Audio assets integration • Studio Recording

## EMPLOYMENT EXPERIENCE

**Sound Designer** 2019 - Present

WGAMES Inc, Toronto, Canada

- Reduced by 65.5% the audio assets storage budget by optimizing sample rates improving also RAM and disk usage
- Created original engaging sound effects and music for the games improving the user's experience
- Delivered audio assets ready for implementation after recording, editing, mixing and mastering them in Pro Tools
- Integrated audio assets and music into the game engine using proprietary tools making audio more interactive
- Used GitHub repository system to implement audio assets and keep track of the project development process

**Sound Designer** 2017 - 2018

55 Studios, Colombia

- Improved the audio system implementation process by introducing the production team to Wwise
- Mixed cinematics for two PC games in order to produce finished products for the company
- Delivered audio assets ready for implementation after recording, mixing and editing them, including Foley
- Optimized the sample rate of the audio assets and reduced RAM and storage budget by 40%
- Recorded and edited and implemented dialogue for cinematics and in game characters

**Game Audio Professor** 2016 - 2018

Academia de Artes Guerrero, Colombia

- Taught sound theory, signal flow, recording technics, microphones, sound editing and audio production to game design students combining theory and practice to ensure the internalization of the course content
- Trained and mentored students in sound design and audio implementation using Unreal Engine and Unity
- Supervised final projects, monitored student progress and ensured students applied audio concepts to submissions

**Sound Designer**

2016

Amniótica (TV Postproduction), Colombia

- Provided sound design for a Netflix TV series called “Rosario Tijeras”, designing sound effects for explosions, fights, motorcycles and car engines delivering a 45-minute episode per day
- Recorded and performed Foley for several episodes expanding my creativity and resourcefulness
- Learned and internalized the in-house audio production pipeline in order to expedite the creative process

**Sound Designer**

2014

Press Start Group, Colombia

- Improved the game’s audio system by composing interactive music using vertical layering and horizontal sequencing
- Recorded, mixed and edited audio assets, music and Foley for the games including cinematics and trailers
- Enhanced the game’s performance by optimizing the weight of the audio files
- Coordinated workflow with a multidisciplinary team in order to provide the best audio solutions for the company

**Sound Designer**

2012 – 2013

Torque Games, Colombia

- Assumed various roles in the audio production process; developed a holistic understanding of the entire sound process of game development
- Created original sound design and composed music for PC and mobile games, understanding the limitations and differences on each platform
- Recorded, mixed and edited dialogue and speech for games and implemented all the audio assets using Unity
- Successfully planned and executed all the audio content of the games maintaining communication with programmers and other artists to optimize implementation

**Sound Designer**

2011

Efecto Studios, Colombia

- Implemented audio in Unreal Engine using blueprints for a AAA game prototype developed for Play Station 3
- Recorded voice and Foley; edited and implemented the audio assets into the game engine
- Coordinated schedules with an international team to establish, monitor and ensure that deadlines were met and that audio assets were delivered within established timeframes
- Collaborated with an interdisciplinary team to ensure project development objectives were being met

**EDUCATION and TRAINING****Master of Science in Sound and Music for Interactive Games**

2016

Leeds Beckett University, England (accredited by WES)

**Bachelor’s Degree in Musical Arts**

2011

District University of Bogota, Colombia (accredited by WES)

**Wwise 101 Certified End User**

2015

Audiokinetic, Online

**Pro Tools 101, 110 and Certified User**

2013

Avid Training, Colombia

**VOLUNTEER EXPERIENCE****Volunteer Staff**

2018

Next Level Video Game Convention, Toronto ON