



# Carlos Peñafiel

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## •Knowledge

- Sound Design, with experience working in videogames, mobile applications and cinema.
- Expertise in MIDI Protocol, DAW Software (Logic Pro X, Pro Tools, NI Kontakt) and audio editing.
- Game Audio and middleware engine implementation (FMOD, Wwise).
- Proficient and passionate about theming and usability through sound, and versed in cognitive and audio-visual perception.
- Competence on Game Design fields (usability, theming, flow, balance, mechanics).
- Instructed in psychoacoustics and Musicology (How does the brain receive, interpret and understand sound). Multi-instrumentalist with wide experience in Piano, guitar and keyboard instruments.
- Speech recognition, signal processing, synthesis and acoustic analysis.
- Ability of composition, writing, playing, mixing, optimization and mastering, from a very first stage to its final delivery.
- Communicative and fluent while working in coordinated environments.

## •Labor Landmarks

- Sound Design for CHEZZ, a web based project whose aim was to identify whether Chess may have an impact on Dyslexia. The design of the sound played a crucial role inside the player's emotional rewarding system, through which he advances in the adventure. Worked on it in collaboration with [Carnegie Mellon University](#), top-3 computer science department of the world. [[Article](#)]
- Original music score written, arranged and recorded for various media footage, including the TV documentary "[A La Caça](#)". Released by [CCMA TV3 Televisió de Catalunya](#).
- Worked in the main creatures' Sound Design for [Ubisoft Barcelona Mobile's](#) flagship game, "[Might & Magic: Elemental Guardians](#)". In collaboration with [BCNTRACKS](#) in Barcelona. Released in May 31th, 2018.

## •Projects and Collaborations

- Sound Design for "[Dyschess: How chess can impact dyslexia's condition](#)". Worked in collaboration with [Sergi Subirats](#), game designer from [Ubisoft Barcelona Mobile](#).
- Sound Design and music for [Parc D'atraccions Tibidabo's](#) new 2019 ride. Worked in collaboration with [Kápita Studio](#) and [Tururut Artesania Multimèdia](#).
- Writing, composing and recording of original soundtrack for many short films, including "[Redemption](#)" and "[La Semilla Del Cambio](#)".
- Arcade-based original soundtrack for "[Ghosties!](#)", a Ghost & Goblins indie remake.

## •Free time

- Live musician for over 10 years. Also as a studio recording musician ([Penny Cocks](#), [MAD SIN](#), [Liar Desire](#), [El Senyor Peix](#), [El Club de Las Muñecas](#)).
- Videogame art playing and analysing, mainly focused on audio and its implementation (adaptive, layered composition, etc.)
- I practice sport regularly in order to maintain myself fresh and focused.