



# Carlos Peñafiel

Avda. Costa Brava, 108, 2º 1ª, Malgrat de Mar, Barcelona, Spain

617 903 807 - [carlospgsound@gmail.com](mailto:carlospgsound@gmail.com) - [www.carlospenafiel.com](http://www.carlospenafiel.com) [Linked in](#)

## •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, acoustic analysis and sampling theory.
- 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 [Dyschess: How chess can impact dyslexia's condition](#), 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 and music for [Parc D'atraccions Tibidabo's](#) new 2019 ride "[El Castell Dels Contes](#)". Worked in collaboration with [Kápita Studio](#) and [Tururut Artesania Multimèdia](#).
- Writing, composing and recording of original soundtrack for media, including short films ("[Redemption](#)", "[La Semilla Del Cambio](#)") advertising and documentary ("[A La Caça](#)", "[Som Cubí: promo escola Marià Cubí](#)", "[Les Fàbriques de Tanques a Malgrat de Mar](#)")
- Composer, recording musician and producer for several artists' albums as [Abel Munné](#), [Jerod Dudgeon](#), [Matching Ratio](#), [Liar Desire](#).
- Sound Design and music for a multi-projector audiovisual experience in [Ultreia - Centro de Interpretación del Camino de Santiago\(Pamplona, Navarra\)](#). The goal was to make listeners immersed while making them feel the depth of Camino de Santiago's pilgrimage. The whole experience was localized in three languages and adapted to people with disabilities. [\[Promo Video\]](#)

## •Free time

- Live musician for over 10 years. Also as a studio recording musician ([Penny Cocks](#), [MAD SIN](#), [Tapeo Sound System](#), [El Senyor Peix](#), [El Club de Las Muñecas](#)). I Love being on stage, pure freedom!
- Videogame art playing and analysing, mainly focused on audio and its implementation (adaptive, layered composition, etc.). Retrogaming enthusiast, my first Dreamcast still kicking.
- I practice sport regularly in order to maintain myself fresh and focused.