SANTIAGO AGUSTIN BRANDA

Sound Designer | Technical Sound Designer

Buenos Aires, Argentina | Open to remote work and relocation

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SUMMARY

Sound designer and technical sound designer specializing in interactive audio with Wwise, Unreal Engine 5 and Unity. Built adaptive music and gameplay-responsive systems (States, Switches, RTPCs, dynamic mixing) and owned full audio pipelines, from original sound design and music to in-engine implementation. Background in music composition, with hands-on Unreal Engine experience beyond audio (Blueprints, Sequencer, Niagara).

GAME AUDIO EXPERIENCE

Fangs of Freedom — Sound Designer & Technical Sound Designer (Audio Lead)

Dark Covenant Game Development, via Neuma | 2025 | Contract | Unity + Wwise | Vertical slice, playable on itch.io

- Led a 4-person external audio team on a contracted vertical slice, coordinating sound design, music and implementation with the development team.
- Designed and implemented sound effects in Wwise and built adaptive music systems responsive to gameplay.
- Translated gameplay requirements and stylistic references into actionable audio direction.

Gacha Marbles — Sound Designer, Composer & Technical Sound Designer

Dino Squire Games | 2024–2025 | Unity + Wwise | Playable demo on itch.io

- Owned the end-to-end audio pipeline, composing music, designing sound effects and implementing audio in Wwise and Unity with C#.
- Built gameplay-responsive systems using Wwise States, Switches and RTPCs, including adaptive music, state transitions, ducking and dynamic mixing.
- Created a cohesive audio identity across the battle, reward, gacha and loadout stages of the core gameplay loop.

Space Pearls — Composer, Sound Designer & Technical Sound Designer

Dino Squire Games | 2024 | Unity + Wwise | Playable in-browser on itch.io

- Composed the original music and created the complete sound design.
- Built the Wwise project for a dynamic real-time mix that keeps dense, overlapping gameplay audio readable.

Game jam: Scales of Mythology (GMTK Game Jam 2024) — Audio Production & Sound Design | Godot | itch.io

ADDITIONAL UNREAL ENGINE EXPERIENCE

Interactive Architectural Visualizations — Developer & Technical Sound Designer

CAD Constructora | 2026 | 3 projects | Unreal Engine 5.5 + Wwise

- Developed three real-time interactive architectural experiences in Unreal Engine using Blueprint visual scripting.
- Built object interaction, UI, material-switching and time-of-day systems within playable walkthroughs.
- Created the audio for all three projects and implemented it with Wwise in Unreal Engine, including audiovisual feedback for interactions.

Horn 4x4 Vehicle Commercial — Developer & Sound Designer

Horn 4x4 | 2026 | Unreal Engine 5.6

- Developed and produced a real-time vehicle commercial in Unreal Engine, handling environment development, Niagara systems and PCG tools, lighting, camera work, cinematic sequencing and final rendering.
- Created the original sound design, music and final mix, and completed post-production in DaVinci Resolve.

TECHNICAL SKILLS

Game audio: Wwise implementation and audio system design, Wwise integration in Unreal Engine and Unity, interactive and adaptive music, States, Switches, RTPCs, dynamic mixing, gameplay-responsive audio and MetaSounds.

Sound design: Original sound asset creation, field recording, Foley, microphone techniques, synthesis, layering, DSP-based audio manipulation and dialogue editing.

Engines: Unreal Engine 5 (Blueprints, Sequencer, Niagara, PCG), Unity and basic C# for audio integration.

Audio production: Editing, restoration, mixing and asset preparation in Ableton Live, Reaper, FabFilter and iZotope RX.

Version control: Git and Unity Version Control.

EDUCATION & LANGUAGES

B.A. in Music Composition 2020–2025

Pontificia Universidad Católica Argentina (UCA), Buenos Aires

Professional Diploma in Contemporary Music 2016–2019

Escuela de Música Contemporánea (EMC), Buenos Aires — Berklee International Network partner institution

Languages: Spanish (native), English (Cambridge B2 First)