

Óscar Sobrado

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Professional Experience

Mesturasons - Ponteareas, (Spain) (Since 2022)

Freelance collaborator working with studios and clients on diverse projects:

- **Sound design** and re-recording mixer for **short films**
- Sound design and **re-recording** mixer for indie **feature films**
- Audio implementation in **Virtual Reality** and **Augmented Reality**
- Sound editing, localization, and mixing for audiobooks in **Dolby Atmos**
- **Sound** editing and design for audiovisuals in a **modern art museum** exhibition

Wavefunction VR - Braga (Portugal) (Since 2020)

- Head of sound department for VR/AR apps, serious games, and interactive experiences
- Responsible for SFX, Foley, music composition, and sound design
- Integration with Wwise and Unity, creating 3D soundscapes for XR projects

La panificadora estudio - Santiago de Compostela (Spain) (8 months)

- Sound effects design for TVG and **Netflix TV show** Bitter Daisies (Season 2, 6 episodes). Designing from libraries, recording Foley and with MIDI synthesizers.
- Sound and Foley assistant on several feature films

Rural Horror Storis (Webserie) Santiago de Compostela (Spain) (2018 – 2020)

- Post-production sound, effects creation and music composition
- Combination of virtual and analog instruments, Foley recording, and final mix

Audio and video editing and restoration

Uxío Novoneyra Foundation – O Courel, Lugo (Spain) (2021)

Audio and video digitization, restoration, and archiving of the audiovisual records collected throughout the life of poet Uxío Novoneyra.

Education

Immersive Audio Specialization Course

Image Campus – (Argentina)

Higher Degree in Sound Technician for Audiovisuals and Entertainment

IES Audiovisual de Vigo – Pontevedra (Spain)

Master's degree in Cultural Services

University of Santiago de Compostela (Spain)

Courses

- Immersive Audio. Audio in immersive spaces / Unity audio / Steam Audio / Wwise & Unity / Unreal Engine audio / Ambisonic audio in 360 videos / Binaural recording
- Sound Design (Game Audio School)
- Game Music (Game Audio School)
- Wwise 101, 201, 251 and 301 (Audiokinetic Learning)
- Audio Postproduction - Pro Tools (Escuela Superior de Cualificaciones Profesionales)

- Music Production: Avid Pro Tools, Waves and Addictive drums (School Music Production)
- Recording, mixing and mastering PRO (Michel Martín)
- Towards a practice of sound design (Charly Schmukler)
- The Art of Music Production (Berklee-Coursera)
- The Technology of Music Production (Berklee-Coursera)

Skills and knowledge

- Dolby Atmos (2 years)
- Spatialized 3D Sound Design (4 years)
- Audiokinetic Wwise (4 years)
- Unity 3D (4 years)
- Pro Tools HD (7 years)
- Waves plugins (7 years)
- Music recording, mixing and mastering (7 years)
- Sound effects and post production for cinema and tv (5 years)
- Composer and musician: vocals, guitar bass, keyboards, MIDI instruments (15 years)