

ADRIANO MARTIN

COMPOSER / SOUND DESIGNER

CONTACT



310.213.7635



adrianomartinaudio@gmail.com



www.linkedin.com/in/AMAudio



12665 Victoria Ave.
Los Angeles, CA 90066

EDUCATION

PRO TOOLS OPERATER
CERTIFICATION

Audio Graph International

Santa Monica, CA | March 2007

AUDIO ENGINEERING PROGRAM
GRADUATE

Los Angeles Recording School

Hollywood, CA | 2002- 2003

SKILLS

- Pro Tools Certified Operator for Post Production & Music Production techniques
- Wwise and FMOD Studio audio implementation software
- Steam Audio binaural audio integration for VR
- Audio Integration using Unreal Engine blueprints
- Extensive experience with a wide range of audio production software and hardware
- Studio Maintenance: soldering, cable construction, analog tape head alignment
- Bi-lingual (english and spanish)
- Expert level coffee maker

SUMMARY

I am a diligent, dependable, and conscientious professional with an unbridled passion for all things audio-related. Sound design is not just a career, it is a dedication; and, as a result, I am committed to excellence in order to advance my career within the ever-evolving industry. Creativity, innovation, and community are at the core of what drives me as a professional. Ultimately my goal is focused collaboration resulting in a positive working environment, memorable audio, and full-cycle success for self, team, and company.

PROFESSIONAL EXPERIENCE

SOUND DESIGNER | Vankrupt Games, Inc

November 2018 - Present | Mar Vista, CA

- Create all sound design for Pavlov VR
- Sound design implementation using Unreal Engine 4 and Steam Audio for binaural audio
- Direct and record all VO talent

SOUND DESIGNER | Heroic Games

Jan 2019 - Aug 2019 | Mar Vista, CA

- Create sound design assets for Ship Of Heroes
- Sound design implementation using Unreal Engine 4

SOUND DESIGNER & COMPOSER | Volok Games

February 2016 - Present | Los Angeles, CA

- Create all sound design for Manticore Custom XG
- Compose all music for Manticore Custom XG
- Direct and record all VO talent
- Implement all SFX, VO and dynamic music systems using FMOD Studio

SOUND DESIGNER | Appvant Garede Studios

February 2018 - July 2018 | Mar Vista, CA

- Create all sound design for Fireworks.io
- Sound design Implementation using FMOD Studio

SOUND DESIGNER | Rainbowverse Industries

May 2017 - March 2018 | Los Angeles, CA

- Record and edit main character SFX for PrimeOrbial
- Sound design implementation using Unreal engine 4

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PROFESSIONAL EXPERIENCE CONT.

CHIEF RECORDING ENGINEER | [Edge Audio LA](#)
February 2005 - January 2017 | Los Angeles, CA

- Conduct recording, over-dubbing, editing, mixing, mastering
- Manage all daily studio operations, e.g., maintenance and session set-up

VO RECORDIST | [Nephilim](#)
November 2014 - May 2015 | Mar Vista, CA

- Conduct all VO recording
- Assist in directing actors to ensure best performances possible
- Collaborate with creative team at Motion Makers Studio in Mumbai to produce quality recordings

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