

SOUND DESIGNER AND COMPOSER

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ABOUT

Sound Designer and Composer for indie games, guitarist with 10 years of experience, able to record guitars and bass. I implement adaptive audio in FMOD/Unity and compose interactive soundtracks on different DAWs. Currently working on 3 Steam titles.

TECHNICAL SKILLS

Tools	Skills
• Reaper • FMOD Studio • FL Studio • Unity • GitHub/Fork	• Music Composing/Production • Mix/Master • Foley Recording/Audio Editing • Guitar Recording • Adaptive Audio

PROFESSIONAL CAREER

GAME AUDIO EXPERIENCE

Harpooner – Mango Salad Games *Sound Designer/Composer*

Remote, BR
Mar 2026–Present

Implemented audio in FMOD Studio and built an interactive music system that loops and switches tracks between gameplay and upgrade screens, using parameters, routing and snapshots. Composed and edited music in Reaper and FL Studio.

- FMOD Studio
- GitHub
- Unity
- Reaper/FL Studio
- https://store.steampowered.com/app/4667560/Harpooner_Demo/

Void's Rage – Team Void's Rage *Sound Designer/Composer*

Remote, BR
Sep 2025 – Present

Implemented audio systems and enemy spatial audio in FMOD while creating interactive music. Built a parameter that transforms the main gameplay track from the main techno into metal when the player activates Berserker Mode; all instruments recorded in my studio.

- FMOD Studio
- Fork
- Unity
- Reaper/FL Studio
- https://store.steampowered.com/app/4283160/Voids_Rage/

LIMB.INC – STARDOM Games *Sound Designer/Composer*

Remote, BR
Sep 2025 – Present

Sole audio designer and composer: handled the entire audio direction, implementing through FMOD and taking care of all spatial audio while creating interactive music systems on the middleware. Composed moody ambient music centered on the feeling of loneliness conveyed by the gameplay.

- FMOD Studio
- GitHub
- Unity
- Reaper/FL Studio
- https://store.steampowered.com/app/4299370/LIMBINC/?curator_clanid=4777282

The Fasbon Game – STARDOM Games

Composer

Remote, BR

Aug 2025

Produced the main theme for the game. Available on SoundCloud.

- Reaper/FL Studio
- <https://on.soundcloud.com/oEy5T8ysdiJuYRLJJW>

Evil House – STARDOM Games

Composer

On Site, BR

Feb 2025 – Jun 2025

Composed the soundtrack for all scenes and ambient tracks. Available on SoundCloud

- Reaper/FL Studio
- <https://playstardom.itch.io/evil-house>
- <https://on.soundcloud.com/LaXI2j3bROTzydTOOE>

2for2 – STARDOM Games

Sound Designer/Composer

On Site, BR

Sep 2026

Composed three songs for a rhythm game created in a 72h game jam, based on rhythms from the Candomblé religion, implementing and syncing both music and sound effects to the scenes.

- FMOD Studio
- GitHub
- Unity
- Reaper/FL Studio
- <https://playstardom.itch.io/2for2>

STARDOM Games

Co-Founder and Sound Designer

Remote, BR

Feb 2025 – Present

Co-founded an indie game studio and lead audio across its latest projects (LIMB.INC, The Fasbon Game, 2for2): sound design, music and FMOD implementation.

MUSIC & TEACHING

UFAL

Guitar Teacher

On Site, BR

Feb 2025 – Dec 2025

Taught Acoustic Guitar at the university extension course in two editions, teaching classes up to six students, and leading them to a final course project presentation.

School Teacher

Nov 2023 – Dec 2024 (1st edition)

Nov 2024 – Oct 2026 (2nd edition)

Taught music in public schools through “PIBID”, a program that introduces undergraduate students to the public school system in Brazil.

Live Music Performance

Performed as guitarist and bassist (electric, classical and bass) during my degree at UFAL; member of “UFAL’s Guitar Chamber Ensemble”.

EDUCATION

- Music Education Degree– Federal University of Alagoas (UFAL), 2022 – expected 2027”
- Formação Game Audio - Game Audio Academy (Sep 2026 – expected April 2027)

LANGUAGES

- **Portuguese - Native**
- **English – Fluent**
- **Spanish – Basic**