



# JOSE ANGULO

Technical Sound  
Designer

## Contact

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✉ heyhellosound@gmail.com

## Skills

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- Audio Programming in Unreal Engine
- Audio Programming in Wwise
- Sound Design for Videogames
- Version control in Git
- Proficiency in Reaper and Cubase

## Education

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- **Universidad Distrital Francisco José de Caldas**  
*Graduate in Musical Arts*  
Completed in 2016
- **Pontificia Universidad Javeriana**  
*Diploma in Film Scoring*  
Completed in 2020
- **Pontificia Universidad Javeriana**  
*Diploma in Music for Videogames*  
Completed in 2020

## About Me

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I'm a musician and sound designer for videogames with more than 10 years of experience working in different areas of videogame audio. Some of my projects are Netflix's "La Casa de Papel" videogame and "Beat the Heat". I'm proficient working in Unreal Engine and Wwise, but also have basic knowledge of Unity and Fmod

## Work Experience

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### KillaSoft | Audio Director

2021 – Present

Responsibilities

- General audio direction for the videogame "La Casa de Papel"
- Music Composition
- Sound Design
- Audio Implementation in Unreal Engine 4
- Creation of interactive music and sound systems in Unreal Engine 4

### Hello Sound | CEO

2020 – Present

Responsibilities:

- General Audio Direction in diferent videogames
- Business development
- Technical Sound Design
- Music Composition

### Freelance | Sound Designer & Music Composer

2017 – Present

Responsibilities

- Music composition and sound design for short films, T.V Shows and videogames

### Audesign Sound Solutions | Music Composer

2016 – 2017

Responsibilities:

- Music composition for short films and T.V Series
- Music supervising

# Videogames Portfolio

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**2022**

**La Casa de Papel**  
*Netflix/Killasoft*

Responsabilities

- Audio Direction
- Technical Sound Design
- Audio Programming in Unreal Engine

**Link:**

[https://youtu.be/IGWyKONvk\\_wQ](https://youtu.be/IGWyKONvk_wQ)

**Beat the heat!**  
*Blazing Soft*

Responsabilities

- Audio Direction
- Technical Sound Design
- Audio Programming in Unreal Engine

**Link:**

[https://store.steampowered.com/app/2207610/Beat\\_the\\_Heat/](https://store.steampowered.com/app/2207610/Beat_the_Heat/)

**Fit**  
*Blazing Soft*

Responsabilities

- Audio Direction
- Technical Sound Design
- Audio Programming in Unreal Engine

**Link:**

<https://youtube.com/shorts/fHHfs-ZEJMg?feature=share>

**2021**

**FoxFly**  
*Blazing Soft*

Responsabilities

- Audio Direction

**Link:**

<https://www.youtube.com/shorts/SMsTjTZO7JA>

**AI-Umbra**  
*Maleiwa Studio*

Responsabilities

- Audio Direction
- Technical Sound Design
- Audio Programming in Unity and Wwise

**Link:**

<https://www.maleiwastudio.com/>

**My Friend The Painter**  
*Orla Games*

Responsabilities

- Audio Direction
- Music Composition
- Sound Design

**Link:**

<https://orla.itch.io/thepainter>

**URA**  
*Aventuras Bonitas*

Responsabilities

- Sound Design
- Music Composition

**Link:**

<https://youtu.be/ICELSKdLIYY>

**VOCES**  
*Jimmy García*

Responsabilities

- Sound Design
- Music Composition

**Link:**

<https://jimmyandresrg.itch.io/voces>

## Videogames(cont.)

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**2020**

**Rompe!**

*Orla Games*

Responsibilities

- *Sound Design*
- *Music Composition*

**Link:**

<https://store.steampowered.com/app/1312880/Rompe/>

**Inner**

*KillaSoft*

Responsibilities

- *Additional Music*
- *Technical Sound Design*
- *Audio Programming in Unreal Engine*

**Link:**

<https://killasoft.com/>

**2019**

**Heroes del Bicentenario**

*Critertec*

Responsibilities

- *Sound Design*
- *Music Composition*

**Link:**

<https://youtu.be/QH9crvlZlxw>