

Rodrigo Robinet

Detail-oriented Sound Designer

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Summary

Creative, versatile, and self-motivated Sound Designer with experience in game development, linear visual media, and Music Production. Skilled professional with over 8 years in audio and music, and more than 5 years of experience in Game Audio Design; having worked in projects that go from Indie to AAA titles. Experienced with the usage of proprietary and commercial tools (Wwise/FMOD/Unity/Unreal Engine). Lifelong gamer looking forward to bringing a fresh insight to an exciting gaming experience.

Highlights

- Remarkable organizational, communication, and troubleshooting skills.
- Proficient in a variety of audio related software such as: Wwise, Fmod, Reaper, Pro Tools, and Logic Pro.
- Experienced in audio recording and processing, microphone technique and field recording, vocal talent directing, asset databasing, dialogue system design, and mixing in stereo and surround sound formats.
- Out-of-the-box thinker balanced with technical audio and music dexterity; with a growing interest in scripting, automation, and workflow improvement.

Experience

Audio Artist II

2021-Present

EA Sports Vancouver - NHL

- Database the large amount of speech assets from the recording sessions with the Commentary Talent, reviewing the content to prevent errors, and correctly managing their metadata.
- Run the Commentary Talent recording sessions using the DAW for recording, providing technical feedback, and making sure the best result is achieved while making sure the content scheduled is recorded.
- Edit the recording sessions, aligning to the expected quality while meeting challenging deadlines.
- Improve the editing and speech workflow with multiple VBA Macro scripts to automate different tasks and minimize the risk of potential bugs, while saving hours of repetitive manual work.
- Train and mentor new team members, as well as update and expand the project documentation.
- Fix bugs and work with the proprietary tools to build the game's Speech logic.

Audio and Presentation QA Analyst

2019-2021

EA Sports Vancouver - UFC 4

- Lead the UFC Audio and Presentation QV teams in Vancouver and Romania, in order to successfully release the base game and following patches.
- Scheduled and organized Test runs, as well as writing weekly reports and monitor found issues regression.
- Adapted to the Remote Work model during the COVID-19 crisis, without it affecting our bug estimates or daily tasks.

Game Sound Designer

2018-2021

Neopets Island Builders (Video Game) - Technical Audio Designer and FMOD Implementer

- Arrange the asset list based on the FMOD implementation and Unity Integration plan, as well as organizing the 400+ audio assets and sound banks in the Perforce depot.
- Design music, ambience, and SFX systems aligning with the game designers and producer's vision, as well as providing ideas to reflect the .
- Mix in FMOD and implement different Snapshots, ducking systems, distance attenuation, and Routing assets into subgroups accordingly; in order to achieve a dynamic mix.

Freelance Sound Designer

2015-Present

Designed and edited sound for various interactive and linear media, including Video Games, Film, Podcast, Theater, and Music

- Completed over 50 films, videogames and theater plays to date. Full credits list: <https://rodrigorobinet.com/credits>
- Lead the recording and editing of dialogue, SFX, ambiences, Foley, and music; as well as mix the films in both Stereo and 5.1 Surround formats.
- Multiple films nominated and won in different festivals in France, USA, Mexico, Canada, and more.

Education

BCIT

2021-Present

Applied Software Development Certificate

BCIT

2018-2019

Business Management Advanced Diploma

Vancouver Film School

2016-2017

Sound Design for Visual Media Diploma

School of Video Game Audio

2016

Wwise – Video Game audio design and implementation

UPC (Peru)

2010-2015

Bachelor of Arts (B.A.) in Music, with a concentration in Music Production

- Achieved the Honor Scholarship for 4 consecutive years.

Other Activities

Field Recording Slack Channel

- Online Field Recording Community with 1000+ active members who work in Games, Film, and TV.
- Monthly Crowd-Sourced Sound Libraries organized, with different topics and themes.
- Yearly Charity Crowd-Sourced Libraries, the latest raising over \$40,000. [More Info](#).

Software Skill Set

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|--------------------|---------------------|--------------------|----------------------|
| - Wwise | - UE 4 & Blueprints | - Pro Tools | - Native Instruments |
| - FMOD | - Unity | - Reaper | - Izotope Rx |
| - Perforce(P4V) | - Jira | - Logic Pro | - Waves |
| - PS4 Neighborhood | - Xbox One Manager | - MS Office | - Hansoft |
| - Python | - Java | - Frostbite Engine | - VBA (Macros) |