

VIVIANA CARO – Game Audio Designer

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EDUCATION

[Vancouver Film School](#) – Vancouver, Canada (2008 – 2009)

Diploma, Sound Design for Visual Media

[Pontificia Universidad Javeriana](#) – Bogotá, Colombia (1996 – 2002)

B.S., Music Studies with Sound Engineering emphasis. Diploma and thesis with honors

WORK EXPERIENCE

Game Audio (2008 – present)

[Electronic Arts](#) – Vancouver, Canada (2017 - Present)

Audio artist for [FIFA 18 Story Mode – The Journey, Hunter Returns](#)

- Design and implementation of interactive music pipeline in Frostbite
- Supervision and training of music editor
- Audio implementation of BG's and SFX in Frostbite
- Spotting, recording supervision, editing and implementation of walla
- Working closely with audio leads to improve product quality and team workflow efficiency

[Electronic Arts](#) – Vancouver, Canada (2016)

Audio artist for [FIFA 17 Story Mode – The Journey](#)

- Design and implementation of audio pipeline and workflow for Story Mode with audio leads, including audio postproduction in ProTools and implementation in Frostbite

[Electronic Arts](#) – Vancouver, Canada (2014 - 2015)

Audio artist for [Need For Speed](#)

- Sound design and implementation of all ambiances and world sounds
- Interactive music implementation in Frostbite

[Electronic Arts](#) – Vancouver, Canada (2014)

Sound editing of chants and speech recordings for [NHL 15](#)

[La Hacienda Creative](#) – Montreal, Canada (2011 – 2012)

Sound design and game audio implementation for the PS3 game [Papo & Yo](#)

- Design and implementation of audio pipelines with the audio programmer
- Recording and sound design for audio content.
- Design and implementation of the procedural audio solution using Wwise
- Authoring audio behaviors in Unreal game engine

[Steve Israelson](#) – Vancouver, Canada (2008)

Sound design of the iPhone video game, “Bug Hunt”

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RELEVANT EXPERIENCE

Audio Post-production and sound design work (2008 – present)

[MIUT](#) - Vancouver, Canada (2013 – present)

Voice editing of 12 audio books for a Spain-based studio (total running time: 250 hrs)

[Pacific Content](#) – Vancouver, Canada (2016)

Podcasts sound design, voice editing and stereo mix

[Cornell University](#) - Montreal/Vancouver, Canada (2012 – 2016)

Consultant for audio and video projects, including a partnership with National Geographic and audio edition and restoration of the Cornell Guide to Bird Sounds – [Master Set for North America](#).

[Patrick Haskill – DBC Sound](#) – Vancouver, Canada (2013 - 2015)

Effects and ambiance editing for the one-hour TV series, "[The Emergency Room-Life and Death at VGH](#)". (10 episodes) and "[Arctic Air](#)" (9 episodes)

[Real World Media](#) – Vancouver, Canada (2013)

Audio postproduction and stereo mix for the one-hour TV documentary "[Potlatch Keepers](#)"

[Ricardo Escallón](#) - Vancouver, Canada (2013)

Audio postproduction for the feature film "[Ella](#)"

[Carlos Gaviria](#) - Montreal, Canada (2012)

Audio post-production for the 13-mins short film "[Las Buenas Intenciones](#)"

[Colombian Symphonic Orchestra](#) – Bogotá, Colombia (2011)

Recording assistant for the orchestra's 2011 concert series

[Instituto Alexander von Humboldt](#) – Bogotá, Colombia (2009)

Audio post-production and stereo mix of three short documentaries "Las Crónicas del Humboldt" vol.2 (total running time: 34 mins), and the television campaign "Acércate a nuestra fauna" (total running time: 8 mins)

[Carlos Gaviria](#) – Bogotá, Colombia (2009)

Sound design, foley, voiceover recording, sound editing and 5.1 mix assistant for the feature film "[Retratos en un mar de mentiras](#)" (91 mins). [10 awards and 5 nominations](#), including best film at Viña del Mar Film Festival and nominated to Crystal Bear at the Berlin International Film Festival.

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Full Time (2000 – 2012)

[Instituto Alexander von Humboldt](#) – Bogotá, Colombia (2010 – 2011)

Supervisor and Sound Engineer of the Animal Sound Collection

[Cornell University](#) - Ithaca, USA (2003 – 2008)

Producer and Sound Engineer

[Instituto Alexander von Humboldt](#) – Bogotá, Colombia (2000 – 2003)

Studio Engineer and Archive Technician

Teaching Experience (2007 – Present)

[School of Video Game Audio](#) – Vancouver, Canada (2014 - Present)

[Nimbus School of Recording & Media](#) – Vancouver, Canada (2016)

[Western Front New Music](#) – Vancouver, Canada (2015)

[Pontificia Universidad Javeriana](#) – Bogotá, Colombia (2009 – 2011)

[Politécnico Grancolombiano](#) – Bogotá, Colombia (2009- 2011)

[Universidad del Magdalena](#) – Santa Marta, Colombia (2010)

[Escuela Fernando Sor](#) – Bogotá, Colombia (2010)

[Universidad Nacional de Colombia](#) – Bogotá, Colombia (2007)

Technical skills

- Sound design and audio post-production (9 years)
- Game audio implementation with Wwise, Frostbite, FMOD Studio and UDK Unreal (5 years). Basic audio implementation skills with Unity 3D.
- Extensive experience on audio collections and animal sounds, including file creation and data management (15 years)
- Sound editing and audio restoration in ProTools (13 years), Nuendo (2 years)
- Field recording (12 years)
- Understanding of the following relevant programs and skills: Adobe Audition, Final Cut Pro, Soundminer, Microsoft Excel, Mac and PC platforms

References and further details upon request