



# MIGUEL CRAVINHO

## SENIOR SOUND DESIGNER

Senior Sound Designer specializing in hero sound ownership, Unreal / Unity implementation, and high-quality mix standards. Experienced across gameplay, VO, cinematics, and trailer production.

## PORTFOLIO

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

## CONTACTS

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# WORK HISTORY

## LEAD SOUND DESIGNER

*NoShadow - Scavland ( Unity + Fmod )*

*August 2025 - present*

- Designed and implemented weapon audio in FMOD + Unity, Creature, Ambiences and Music.
- Created adaptive ambience and creature audio systems responsive to player feedback / actions and state.
- Developed immersive loot and UI interaction sounds reinforcing reward and game feel.

## SENIOR SOUND DESIGNER

*Omeda Studios - Predecessor ( Unreal Engine 5 )*

*April 2022 - June 2025*

- Led hero audio design for 70%+ of Predecessor in-game sounds.
- Implemented Unreal and mix standards for quality and workflow.
- Produced marketing assets, trailers, and VO support, remotely.
- Managed audio delivery to meet milestone quality standards.
- Provided advanced technical audio solutions in Unreal.

## AUDIO EDITOR

*PTW - London ( freelance )*

*May 2020- Feb 2022*

- Managed audio workflows.
- Edited and prepared VO recordings.
- Delivered assets to spec on time.

## ACADEMIC BACKGROUND

### MIDDLESEX UNIVERSITY ( POINT BLANK )

*BA Hons Sound Engineering and Music Production , Class of 2017*

- First Class Honors Degree

### SCHOOL OF VIDEO GAME AUDIO

*Secondary School*

- Wwise complete course education
- Fmod complete course education

## TECHNICAL SKILLS

- Jira (task tracking)
- Perforce (version control) / Github
- Wwise, Fmod
- Foley recording
- iZotope RX
- DAWs: Reaper, Pro Tools
- Strong Communication
- Problem-Solving