



Miguel Cravinho

Senior Sound Designer

PROFILE

Senior Sound Designer with 10+ years in game audio and film post-production. Expert in hero sound ownership, sound design, mixing, VO editing, trailers, and Unreal Engine (Metasounds) + Unity. Collaborative, detail-focused, and open to relocation

WORK EXPERIENCE

Senior Sound Designer

Omeda Studios — 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 milestones quality standards.
- Provided Advanced technical audio solutions in Unreal.

Audio Editor

PTW London

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

Junior Audio Designer

Camel 101 Games

- Assisted with sound, VO, and foley.
- Used Jira and Perforce.
- Collaborated with senior team.

EDUCATION

Secondary School

School of Video Game Audio

Wwise, Unreal & Fmod

BA (Hons) Music Production & Sound Engineering

Point Blank Music School UK (London)

First Class Honors Degree

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SKILLS

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

LANGUAGES

English

Secondary

Portuguese

Native

French

Basic