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Laranjal – Pelotas - Rio Grande do Sul - Brazil
05/11/1996

PROFESSIONAL OBJECTIVE Audio Designer

QUALIFICATIONS SUMMARY

Professional with expertise in sound design, audio implementation and music production.

- Proficiency in crafting sound effects for linear and interactive media;
- Skilled in game audio implementation within game engines such as Unity and Unreal using FMOD Studio and Wwise, with experience applying C# and C++ principles.
- Understanding of UE5 MetaSounds and Blueprints, including DSP concepts, parameter control, and logic-driven audio;
- Audio mixing and mastering;
- Diverse background in music production spanning various genres;

EDUCATION

- Short Course: Unreal Engine 5: "Blueprint Scripting 101 by Mr. Greg Wondra" - April 2025.
- IntoGames Sprint Course: "Game Audio: Crafting A Magic System in Wwise" - October 2024.
- Short Course: "Game Audio 301: Sound and Music Implementation Using Wwise" - August 2024.
- Game Audio Academy Course: August 2023 - January 2024.
- Short Course: "The FMOD & Unity Essentials" - Scott Game Sounds - September 2023.
- Short Course: "Profession: Sound Designer" - EBAC - British School of Creative Arts and Technology - November 2021 - January 2023.
- Bachelor's Degree: Phonographic Production - UCPel - Catholic University of Pelotas - March 2014 - February

2017.

PROFESSIONAL EXPERIENCE

Arvore Immersive Experiences
July 2026 - Present

Sound Designer

- Design and produce sound effects and audio assets that support the sound identity of interactive experiences.
- Implement sound effects and audio assets in Meta Horizon Studio, carrying sound design work from asset creation through in-engine integration.

Arvore Immersive Experiences
February 2026 - March 2026

Sound Designer

- Created a variety of sound effects and audio assets for interactive projects developed in Meta Horizon Studio.
- Produced project-specific sounds to support the audio design of immersive experiences.

[SCP: Fragmented Minds - HST Game Studios \(Remote\)](#)
August 2024 - January 2025

Contractor Sound Designer

- Designed and implemented immersive sound assets for props, cutscenes, and in-game UI to elevate player engagement.
- Partnered with the game director and creative team to maintain alignment with the game's narrative and aesthetic.
- Refined audio assets through an iterative design process, ensuring optimal quality and integration.
- Enhanced collaboration using Perforce for version control, improving workflow efficiency across the team.
- Integrated audio by tagging Wwise events to animations within Unreal Engine.

[Fantasy Game 2 Audio Library, Epic Stock Media \(Remote\)](#)
October 2024 - December 2024

Contractor Sound Designer (Collaborated with Sunflyer Audio)

- Produced over 200 high-quality, client-tailored sound samples for a professional game sound library.
- Ensured technical excellence by adhering to detailed guidelines, meeting stringent quality standards.
- Documented asset development and project tracking comprehensively using Google Sheets, ensuring full transparency and organization.
- Contributed to a high-profile, widely distributed sound library slated for release in the first semester of 2025, designed to support a diverse range of game developers worldwide with versatile and professional-grade audio assets.

Andromeda Sound (Remote)

May 2023 - June 2023

Technical Sound Designer

- Designed, configured, and managed events and soundbanks within FMOD Studio.
- Created audio assets tailored to specific project requirements.
- Crafted placeholder sounds for in-game preview and testing purposes.
- Maintained comprehensive documentation and asset organization using Google Workspace.
- Collaborated on the project using Perforce version control software.

Freelance Project - UpWork Platform (Remote)

April 2023

Sound Designer

- Produced audio advertisements in alignment with client-provided briefs and scripts.
- Created custom sound effects to enhance visual content.
- Conducted dialogue editing to refine the audio experience.
- Executed mixing and mastering techniques.

Freelance (Pelotas/RS)

Jan 2018 - Jan 2023

Music Producer

- Composed original music pieces;
- Developed musical arrangements;
- Managed end-to-end music production processes;
- Oversaw instrument and vocal recording sessions;
- Conducted audio editing and enhancement;
- Proficiency in over 50 musical projects, including singles, EPs, and albums;

LANGUAGES

- English - Advanced;
- Portuguese - Native;

SKILLS

- Proficient in a range of industry-standard tools, including Reaper, Studio One, Izotope RX, FMOD Studio, and Wwise Audio Middleware;
- Solid knowledge of C++ and C# foundations applied to game audio implementation;
- Game engine knowledge: Understanding of the Unity and Unreal game engines for audio integration.
- Memory Management: Skilled in optimizing audio assets for efficient resource usage in Wwise and FMOD;
- Basic understanding of UE5 MetaSounds and Blueprints, including DSP concepts, parameter control, and logic-driven audio;
- Crafting immersive soundscapes and environments;
- Dialogue editing and mixing;
- Foley recording and editing;
- Creating sound effects tailored to project narratives;
- Shaping sound aesthetics;
- Audio mixing;
- Audio mastering to both linear and interactive industry standards;
- Version Control: Experienced with Perforce for collaborative workflows.

SOFT SKILLS

- Strong communication abilities;
- Innovative and creative thinking;
- Rapid learning capabilities;
- High emotional intelligence;
- Collaborative teamwork;