



PROFILE

I'm a productive, reliable and highly motivated team worker, with a wide range of skills regarding sound design in video games. I especially like to implement and work with complex audio systems.

I really enjoy challenges and the acquisition of new skills and techniques to further improve my creative products and implementation skills. I'm not afraid to break free of my comfort zone in order to try new and exciting things.

CONTACT

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INTERESTS

Making Music

I love creating music in my spare time and experiment with different genres.

Playing Video Games

I have always played countless games with my friends and, through that, developed a great passion for making and studying them as well.

JACOB BUCH JOHANNSEN

Game Sound Designer

EDUCATION

Sonic College

2018 - 2022

Bachelor's degree in Media and Sonic Communication - usually referred to as "Sound Design". The programme is a professional foundation in music and sound production, with an equal focus on the commercial, communicative and artistic aspects - mainly taught by working industry professionals.

DADIU

2020 - 2021

DADIU educates future game developers. The students participating in DADIU come from art schools and universities in all of Denmark. The programme consists of a full-time semester where the students participate in classes, workshops, and game productions. More information at: <http://www.dadiu.dk/semester>.

Tietgen HHX (GCSE | Highschool)

2013 - 2016

Specialized study area in Innovation and Business.

Oure Sport and Performance Art

2012 - 2013

10. grade music boarding school.

WORK EXPERIENCE

MFIVE STUDIO Audio Technician and Mixer

2018-2020

My work at Mfive Studio mostly involved a lot of studio recording sessions, with various artists, and to make sure they had a positive experience. I also did mix, master, music production.

SKILLS

Digital Audio Workstations

Ableton Live, Pro Tools, Logic Pro X, FL Studio

Other programs

Unity, FMOD, Wwise, Facebook 360, Sound Particles, iZotope RX, Google Resonance Audio

Music Production

Mix, Master, Studio Technique (Jacobbuch.com/otherprojects)

Programming

Programming C# at an intermediate level.
