

Axel Olsson

Sound Designer & Music Producer

warpsence@gmail.com (SV/EN)

Portfolio

Reel

LinkedIn

Work

Omeda Studios - Predecessor (2023-2025)

Junior Sound Designer

- **Created and iterated** sound assets for **12+ playable characters** and assorted **ambiences**, **UI** and **enemy sounds**, as well as marketing material like **trailers**
- Implemented assets in **Unreal** using the **Sound Cues** system
- **Mixed assets in-game** to adhere to standardized loudness targets
- Conducted regular in-game testing of sound functionality and **fixed bugs**
- **Directed & recorded with voice acting talent**, and subsequently **edited, cleaned and processed** resulting assets

Shaping Games - Mulle Meck Reboot (2023)

Sound Designer & Music Composer/Producer

- **Recorded material** at home and **on-location**, visiting farmhouses, forests and vehicle showrooms
- Created **sound assets and music tracks** for varying types of gameplay
- Implemented assets in **Unity** using **FMOD**
- **Managed asset lists** and **planned & ideated necessary audio content** for the game

Knackelibang - Just Read The Instructions (2021-2022)

Music Producer

- **Developed musical direction** using references and demo tracks
 - Created **modular music** tracks for levels, menus, game modes and trailers
 - Implemented music and programmed its behavior using **FMOD**
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Education

University of Skövde (2018-2021)

Game Development - Music Focus

Academic education with an equal focus on analysis of games as game development in a group setting. As part of the education I completed two game development projects where I contributed to the games' soundtrack, **of which one - Die, Recompile - won the Skövde Academic Games Award.**

DAWs:

Reaper

FL Studio

Audio Processing:

Kilohearts

Fabfilter

GRM

Izotope RX

Audio Middleware:

FMOD

Wwise

Game Engines:

Unreal

Unity