

FELIPE STOLNIK BORGES

Sound Designer | Audio Engineer

WORK EXPERIENCE

Sound Designer Senior | Project Manager

Yoho Arsenal ≥ 12/2024 ⇨ present

- **Project Manager & Sound Director:** Managed and directed audio production for games, films, and ads, overseeing schedules, budgets, and team coordination.
- **Sound Designer & Audio Integrator:** Created and mixed integrated sounds for audiovisual and game projects, including sound effects, dialogue editing, mixing and interactive audio design.

Sound Designer and Audio Engineer for Audiovisual

Fiverr ≥ (Level 2 Freelancer) 06/2021 ⇨ present

- **Audio Design and Mixing:** Created and manipulated sound effects, Foley, dialogue enhancements, and mixes for short to feature films, ads, games, audiobooks, and podcasts.

Sound Designer, Sound Technician and Technical Supervisor

KF Studios ≥ 09/2017 ⇨ 10/2019

- **Sound Technician & Technical Supervisor (ADR):** Led technical supervision for ADR dubbing in AA/AAA games, ensuring quality control while working as sound technician.
- **Sound Technician:** Recorded Foley for various audiovisual projects, including short and feature films.
- **Sound Design & Editing:** Created and manipulated sounds, delivering pre-mixes to final mixers for feature films while mixing and mastering short films and other productions.
- **Game Audio Design:** Adept in game-audio, including FMOD implementation in Unity and Unreal Engine.

Sound Designer Junior

Yoho Arsenal ≥ 06/2015 ⇨ 09/2017

- **Audio Post-Production Intern:** Created sound design for audiovisual and game projects.
- **Customer Service & Sales Support:** Engaged with potential clients to communicate company's services, providing customer support.

Sound Technician Internship

Co.De - Communication and Design Jr. ≥ 03/2014 ⇨ 09/2014

- Sound technician at the University audio studio. Assisted audio recordings and post-production for a variety of student projects.

Junior Video Editor Internship

Co.De - Communication and Design Jr. ≥ 03/2014 ⇨ 09/2014

- Involved in video editing, color correction and basic motion graphics.

EDUCATION

- 03/2023 **Master's Degree in Sound Production and Technologies** ≥
↪ 10/2019 Lusófona University of Humanities and Technologies ≥ (Lisbon, Portugal)
- ↪ 08/2022 **AVID Certification | User Pro Tools**
Lusófona University of Humanities and Technologies ≥ (Lisbon, Portugal)
- 03/2018 **Bachelor's Degree in Social Communication**
↪ 02/2014 **Advertising and Marketing**
ESPM-Sul ≥ (Porto Alegre, Brazil)

LANGUAGES

Portuguese *native*
English *fluent*
Spanish *proficient*

SOFTWARE | SKILLS

Reaper, Pro Tools, Izotope RX,
Dolby Atmos, FMOD, Unity,
Unreal Engine
Sound Design, Audio
Integration, Audio Mixing, Foley
Recording, Photography, Video
Editing

PORTFOLIO | CONTACT

<http://felipeborges.info> ≥