

FELIPE STOLNIK BORGES

Sound Designer | Audio Engineer | Audio Lead

✉ felipeborges.info

in felborg



WORK EXPERIENCE

Sound Designer | Project Manager

Yoho Arsenal ≥ 12/2024 ↔ present

- Project management and sound direction for game, film, and advertising productions.
- Sound Design, audio mix, and integration for audiovisual and interactive projects.
- Audio Localization - Editing and mixing for multiple language version of AA games and audiovisual.

Sound Designer and Audio Engineer for Audiovisual

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

- Sound Design, foley, dialogue editing, and mixing for films, games, and ads.
- Freelance collaboration with clients worldwide through online production workflow.
- Completed more than 200 professional audio projects for clients worldwide on Fiverr.

Sound Designer, Sound Technician and Technical Supervisor

KF Studios ≥ 09/2017 ↔ 10/2019

- Technical supervision and ADR recording for AA and AAA game dubbing.
- Sound Design, foley, and pre-mix delivery for feature and short films.

Sound Designer Junior

Yoho Arsenal ≥ 06/2015 ↔ 09/2017

- Assisted in audio post-production for audiovisual and game projects.
- Client communication and production support.

Sound Technician Internship

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

Junior Video Editor Internship

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

EDUCATION AND CERTIFICATION

03/2023 **Master's Degree in Sound Production and Technologies** ≥
↔ 10/2019 *Lusófona University of Humanities and Technologies* ≥ - Lisbon, Portugal
Master's Dissertation - [Audiodescription and Binaural Auditory Simulation](#)

↔ 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, Dolby Atmos, FMOD, Unity, Unreal Engine, Game Audio Implementation, Interactive Audio Design, Spatial Audio, Audio Middleware, Audio Pipeline, Audio Post-Production, Dialogue Editing, Audio Restoration, 3D Audio, Binaural Sound, Audio Direction, Team Management.