

Felipe Stolnik Borges

Audio Engineer

Sound Designer

Audiovisual

Game Audio

Experience

jun | 2021 - actual

Audio Specialist, Sound Designer, Audio Engineer for Audiovisual

Fiverr · Freelance · As a Trusted Level 2 partner, provides audio post-production services to clients worldwide.

Sound Design and Mixing: Creation and manipulation of sound effects, foley recording and editing, dialogue enhancement, mixing and mastering short to feature films, advertisements, audiobooks, podcast editing and ASMR recording.

aug | 2017 - oct | 2019

Technical Supervisor, Sound Designer, Audio Specialist

KF Studios · Full-time 40h/month

Sound Technician and Technical Supervisor for ADR: Lead technical supervision for multiple high-profile AAA game ADR dubbing projects to ensure quality control.

Foley Sound Technician: Foley sound recording for a diverse range of short and feature-length audiovisual projects.

Sound Design and Editing Specialist: Craft and manipulate sounds with expertise, delivering pre-mixes to final mixers for feature-length projects, while also excelling in mastering short films and various audio productions.

Game Audio Design: Adept in game audio design, including FMOD implementation on Unity and Unreal Engine.

jun | 2015 - aug | 2017

Sound Designer Junior

Yoho Arsenal · Part-time 25h/month

Audio Post-Production Trainee: Sound Design for audiovisual and gaming projects, with a strong portfolio spanning diverse genres and media. Extensive experience includes game audio design, encompassing FMOD implementation on Unity and Unreal Engine.

Customer Service and Sales Support: As part of my role, I engaged potential clients to articulate the company's core values and services, providing customer support and valuable relationships.

set | 2014 - may | 2015

Sound Technician for University Audio Studio

Co.De - Communication and Design Jr. · Internship

Audio Recording Specialist: Recording for a variety of communication projects, including short films, advertisements, podcasts, interviews, TV news segments.

Experience as outdoor sound recordist and microphone operator.

set | 2014 - may | 2015

Video Editor

Co.De - Communication and Design Jr. · Internship

Junior Video Post-Production: Engaged in Video Editing, Color Grading, 2D Animations, and Motion Graphics to enhance video content for University students.

... full portfolio at <http://www.felipeborges.info> >

Education

out | 2019 - mar | 2023

University Lusófona Lisboa (ULHT)

MASTERS · Audio Technology and Production

aug 2022

University Lusófona Lisboa (ULHT)

AVID CERTIFIED · User Pro Tools (20h)



feb | 2014 - march | 2018

Superior School of Advertising and Marketing (ESPM-SUL)

BACHELORS · Social Communication: Advertising and Marketing

Language

Portuguese **NATIVE**
English **FLUENT** C2
Spanish **FLUENT** C1

Software | Skills

Reaper

Pro Tools

FMOD

VR Audio

Unity

Photoshop

Illustrator

Video Editing

Photography

<http://felipeborges.info> >

