

# EDUCATION

**Music Technology Bsc -**  
Coventry University, UK

**Programming Technician -**  
Level 4 Qualification

## KEY SKILLS

Sound Design	●	●	●	●	●
Wwise	●	●	●	●	○
Unreal Engine	●	●	●	●	○
Reaper	●	●	●	●	●
C++	●	●	●	○	○
Mastering	●	●	●	●	○

## FAST LEARNER

I approach new challenges with curiosity, a structured process, and a commitment to hands-on practice. Identifying the core principles of any tool, system or design allows me to quickly apply them to solidify my understanding. My background in both creative and technical roles has allowed me to adapt to various workflows and troubleshoot effectively, allowing me to pick up new software, processes, or techniques with ease. Additionally, I actively seek feedback to continuously refine my skills to become an ever better professional.

## CREATIVE SKILLS

I consider creativity one of my core key strengths. I've developed an ability to visualize concepts before designing which has greatly shaped my approach as a sound designer. My creativity fuels my problem-solving approach as well, as I often find unconventional solutions that enhance the overall experience. These creative ideas can turn a standard audio cue into a memorable, immersive experience that deeply connects with audiences and this is what I aspire to achieve as a sound designer.

# Diogo Clemente

Sound Designer

✉ diogoclementex@gmail.com

☎ +44 7425749480

📍 United Kingdom

## PROFILE

My name is Diogo and I'm an experienced sound designer with a passion for bringing immersive audio experiences to life. I've had the privilege of contributing to some high-profile AAA projects such as Baldur's Gate 3 and Killer Frequency. Skilled in industry-standard and proprietary tools, including Unreal Engine, Wwise, and custom development software, with experience in managing complex projects across multi-disciplinary teams. I'm known for my strong communication skills and a collaborative approach and I strive to try and bring both a creative vision and a technical mindset to every project.

## SOFTWARE SKILLS

I believe I have strong skills in a wide range of software essential for game development, from industry-standard engines to specialized middleware and management tools. I'm proficient in Unreal Engine and have worked extensively with proprietary engines such as Larian's Glass engine, which has deepened my adaptability across different development environments. For project control, I rely on tools like Perforce, Github, Jira and Azure DevOps (ADO) to keep workflows efficient and well-coordinated. On the audio side, I use middleware like Wwise to seamlessly integrate sound into games, creating immersive audio experiences. Additionally, I'm familiar with proprietary development software for devkits, such as the PlayStation Manager and Xbox GDK, which ensures I can deliver and test audio assets effectively across platforms.

## EXCELLENT COMMUNICATOR

I prioritize clarity, empathy, and adaptability in every interaction. My background in sound design and programming has taught me how to bridge creative and technical fields, which helps me convey complex ideas to diverse teams whether it's discussing sound design nuances with artists or coordinating technical details with programmers. I strive to understand the perspectives and goals of others, making collaboration smoother and more productive.

## WORK EXPERIENCE

Sound Designer – PitStop Productions

07/2022 - Present

During my time at PitStop Productions I've grown myself and my skills due to the opportunities I've had to work on a diverse range of projects. Some of my main responsibilities and tasks as a Sound Designer are:

- Create Audio assets to a high standard keeping in mind the correct guidelines and artistic ideas of the client/game studio.
- Use Audio Middleware as well as Game Engines to a very high extent, where I proceed to integrate sounds into the projects.
- Collaborate with my colleagues daily enhancing teamwork within the project.

Computer Technician – BitRepair

04/2018 - 09/2018

As part of finishing my level 4 qualification as a Programming Technician I've worked as a technician where I enhanced my problem solving skills and provided value support for a range of hardware and software issues.

- Troubleshoot system failures or bugs and provide solutions.
- Set up Hardware and configuration of Software.
- Offer technical support to customers on Software and Hardware