

SEBASTIAN APOLINARIO

SOUND DESIGNER

EXPERIENCE

Naughty Dog — *Dialogue Coordinator*

DEC 2021 - NOV 2023

- Contributed to team leads to achieve overall audio and performance aesthetics.
- Collaborated with programming and animation departments to build and implement tools and pipelines.
- Prepared and managed ADR materials needed for general gameplay and in-game voice assets.
- Optimized audio for multiple languages in collaboration with the localization department.
- Credited on “*The Last Of Us Part 1*”, “*The Last Of Us Part 2 Remastered*” and “*The Last Of Us Online*”.

Formosa Interactive — *Dialogue/Foley Editor*

JAN 2019 - DEC 2021

- Credited on “*The Last Of Us Pt. 2*”, “*Call Of Duty*”, “*Horizon Forbidden West*” and “*Genshin Impact*”.

LEAP Game Studios — *Sound Designer*

JAN 2018 - DEC 2021

- Led sound design, implementation and mixing using Wwise for diverse audio assets.
- Contributed to acclaimed projects: “*Dicefolk*” and “*Tunche*” (Nominated for “Best Latin American Game 2021”).

Loro — *Localization Producer*

JAN 2013 - DEC 2021

- Directed translation and voice artist teams for animation projects in 20+ languages.

EDUCATION

Codecademy - Online

2023

- “Learn Python 3” course.

School of Video Game Audio - Online

2016

- Training in Wwise and Unity. Wwise Demo Reel selected as “2016 Featured Graduate”.

Dubspot - New York, USA

2012

- In depth “Sound Design and Synthesis with NI Komplete” course.

Tecson - Buenos Aires, Argentina

2010

- Professional training in audio mastering.

Orson Welles Institute - Lima, Peru

2006 - 2008

- Associates degree in audio engineering (class valedictorian).

SKILLS

Reaper

Pro Tools

Izotope RX

Wwise

LANGUAGES

English (4)

Spanish (5)

Catalan (1)

Portuguese (1)

CONTACT

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