

Carlos de la Fuente Lucas-Torres

EDUCATION

Higher Grade of Music	2010-2014
Modern Harmony & Music for Media	2018-2019
Master Degree in Music for Media	2019-2020

EXPERIENCE

Ventek Games	2019-2020
Composer & Sound Designer	

- **Necrognomicon**

Recorded, edited, and designed original sounds entirely from scratch for the project.
Full implementation of audio in **Unreal Engine** using **Blueprints**.

- Set up audio triggers for dynamic sound effects.
- Integrated adaptive music and 3D sound effects.
- Used SoundCues and audio mixers to control the real.time sound experience

Collaborated closely with the design team to synchronize music and effects with narrative and gameplay.

Project nominated for the **Playstation Talents Awards**, highlighting the quality of the sound design and artistic direction.

Flyleaf Studios

2021-2022

Composer & Sound Designer

- **Kandra: The Moonwalker**

Created the entire soundscape using a combination of sound libraries and original field recordings

Implemented Audio in Unreal Engine 5 through MetaSounds, ensuring a highly dynamic and adaptive system.

- Designed procedural sound behaviors for footsteps, environment and abilities.
- Integrated layered ambient systems to enhance immersion.

Worked closely with the development team to align audio with artistic and gameplay goals.

GameCoder Studios

2022 - Present

Composer & Sound Designer

- **Selene (in Development)**

Responsible for the complete music composition and sound design of the project, a frostpunk-inspired survival game set on the Moon.

Using Unreal Engine 5 and FMOD for a fully adaptive and immersive audio experience.

- Composed original soundtrack tailored to the game's cold and atmospheric tone.
 - Designed and implemented dynamic sound effects that react to player actions and environmental states.
- Integrated FMOD middleware with UE5 for real-time control over music layers, environmental audio, and interactive cues.

Collaborating closely with the game designers to ensure audio supports both narrative tension and gameplay feedback.

- **Forgotten Runiverse**

In charge of the music composition and sound design for this MMORPG web-based game, part of the Forgotten Runiverse franchise.

Created a hybrid orchestral and synthetic soundtrack, blending epic and modern textures to match the game's fantasy tone.

Designed adaptive music layers to reflect different gameplay states and environments.

Worked closely with the development team to ensure audio direction aligned with the narrative and artistic vision.

- Composed over **2 hours of original music**
- Produced and delivered more than **400 audio assets** including SFX, ambiences, and UI sounds

- **MAUI: The ShapeShifter**

Composing the original soundtrack for a Metroidvania game inspired by Polynesian island aesthetics.

Developed custom VST libraries using real Polynesian instruments to create an authentic and unique sound palette.

Implementing audio in **Unity** with **FMOD**, ensuring adaptive and immersive music systems.

- Collaborated in writing and refining custom scripts to guarantee proper audio functionality and real-time responsiveness.

Blending cultural authenticity with modern sound design to enhance both atmosphere and gameplay

Triple Cherry

2023- Present

Composer & Sound Designer

- **Video Game Slots**

Responsible for music composition and sound design across more than 45 released slot game projects.

Created original soundtracks and custom sound effects tailored to a wide range of themes (fantasy, adventure, sci-fi, classic casino, etc.).

Designed immersive audio feedback systems to enhance player engagement and retention. Delivered optimized audio assets for smooth integration into mobile and web platforms.

World Challenge Game

2023-2024

Composer & Sound Designer

- **World Challenge Game**

Composed the original soundtrack and designed all sound effects for this mobile app game.

Delivered a dynamic and engaging audio experience tailored to enhance gameplay flow and motivate players to keep progressing.

Bizarre Games

2024 - 2025

Composer & Sound Designer

- **Unchained**

A web-based exploration game inspired by classic Dungeons & Dragons, featuring a retro aesthetic. Rooted in the Lore of Forgotten Runiverse.

The entire experience is crafted with synths, blending nostalgia with a touch of realism.

The project is built entirely through code, without relying on a game engine like unreal or unity or audio implementation plugins.

White Crow Entertainment
Composer & Sound Designer

2025-Present

- **Perpetua Tenebrae (In development)**

Composer & Sound Designer for a Double-AA Souls-inspired game with a dark, atmospheric focus.

Designed and implemented an immersive audio experience using **Unreal Engine 5.4** integrated with **FMOD**.

- Created a wide range of adaptive music systems, enemy sound design, and environmental ambiences to reinforce tension, exploration, and player feedback.
- Developed and managed complex FMOD event structures, parameters, and snapshots to support dynamic transitions between combat, exploration, and narrative moments.

Collaborated closely with the development team to integrate audio systems within Unreal, ensuring reliable playback, performance optimization, and real-time responsiveness.

Focused on blending atmospheric world-building with impactful combat audio and thematic music to enhance immersion and emotional engagement throughout gameplay.

SKILLS

Technical: Cubase, FMOD, Wwise, Wavelab, Unity, Unreal, Visual Studio, Github.

Softskills: Self-Teaching, Problem Solving, Communication, Creativity, Observation,

Teamwork. Languages: English - B2, Spanish - Native