

Samuel Byg – Sound Designer & Composer for video games

Education:

Sonic College – Bachelor in Sound design (2021 – 2025)

- Game audio, programming, story telling, project management
- Teaching from industry leading professionals

MGK Fyn – Electronic music and sound art (2017 – 2021)

- Composition, creative thinking, music technology & sound art
- Developing my artistic identity

Game audio projects:

Starlighter – Sonic Game Jam (2022)

- Sound design, music & implementation in FMOD

Relevant school projects:

CLOSER – Self-made game (2023)

- Game design in Unity
- Programming in C#
- Sound design, music & implementation in FMOD

Ape's Journey – Dolby Atmos (2023)

- Sound design, implementation and Dolby Atmos mixing in Wwise

Skills:

Middleware:

- Wwise (High level) – (Wwise 101, 201 & 301 certification courses completed – *not officially certified*)
- FMOD (High level)

DAWs:

- Ableton Live (Expert)
- Reaper (Intermediate)
- Pro Tools (Intermediate)

Language:

- Danish (Native)
- English (High level)
- C# – Unity (Intermediate)

About me:

Hi, I'm Samuel! I am a sound designer and composer currently living in Kolding, Denmark, where I'm studying sound design with a focus on game audio at Sonic College.

Games is an interesting medium in the way that the player becomes a part of the experience. In my opinion, sound is the easiest way to invoke feelings in a player, and I strive to do exactly that: Creating audio that affects the player and their gaming experience.

In my free time I enjoy playing and producing various kinds of music, playing video games, running and recently I've picked up golf as a hobby.

Contact:

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