

GABRIEL GARRIDO

Videogame Music Composer/Sound Designer

C/ del centro 58

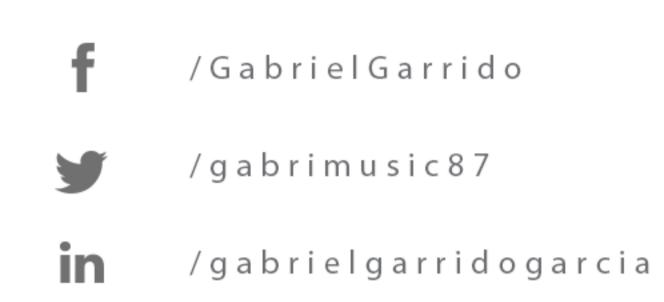
Gava (Barcelona)
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musicaltreehouse.wixsite.com/gamusic

BIOGRAPHY

Hi! I'm 29 years old music composer for videogames, cinema, tv series... and sound designer from Barcelona. I have 10 years of work experience in the business, working in a lot of different projects. I love traveling, automatic watches, videogames and of course I love music with all my soul. Let's take a look!



EXPERIENCE

MUSIC COMPOSER

Altered Matter, GinCat Studios, Sonder VR, Escac, TV Girona, TVE, Datacar. Apr 06 -

Music Composer for all of this companys of videogames, Cinema, Shortfims, Tv Spots, Documentaries.

• ORCHESTRATOR AND ARRANGER

Maestrat Music (Valencia-L.A) | Jan 15 -

Making Orchestrations and arrangements for videogames and movies.

SOUND DESIGNER

Altered Matter, UPC, Gincat Studio, Sonder Vr | Jan 14 -

Doing foley for videogames and making sound integrations for games in FMOD and Unity.

EDUCATION

GRADUATE

SAGRADA FAMILIA | Sep 99 - Jul 03

College

MODERN MUSIC BACHELOR

ESMUC | Oct 08 - May 11

Modern Music Bachelor, studying jazz guitar, arrengements, music theory and sharing knowledge with students of around the

world by participating in exchanging programs with Berkley, etc.

MASTER DEGREE OF FILM SCORING

ESMUC | Sept 14 - Jul 15

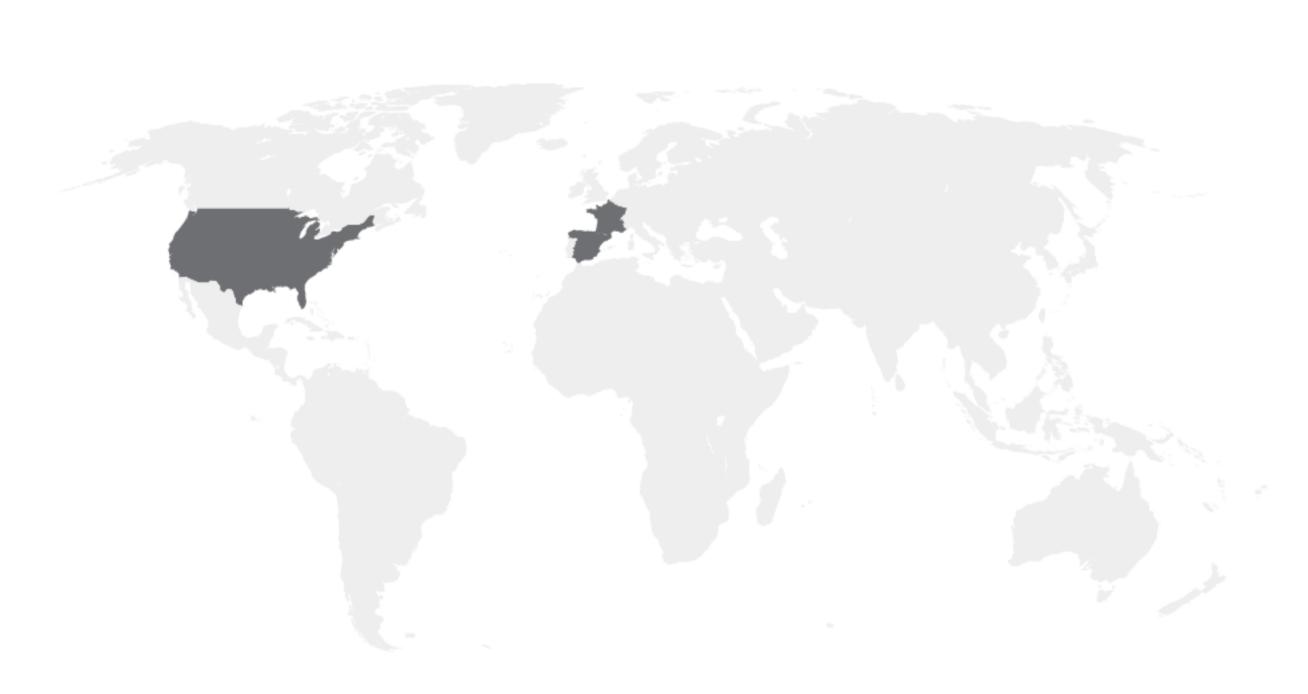
Master of Film Scoring tought by Arnau Bataller (Rec4), Oscar Araujo (Castlevania Lords of Shadow).

LANGUAGE SKILLS

Born in Barcelona (Spain), I learned English from day by day conversations and practice.



ENGLISH 80%



AWARDS/ACHIEVEMENTS

Best Game Indie Hub in GameLab with Etherborn

Best Art in AZPLAY with Etherborn

Two times nominated for Best Game Award in Three Headed Monkey Awards

SKILLS

Cubase	
FMOD	
Pro Tools	
Sibelius	
Unity	