

ADRIAN PRESNO

SOUND DESIGNER/AUDIO PROGRAMMER/3D GENERALIST

ABOUT ME

¡Hello! I'm a Sound Designer, Developer and 3D Generalist with a great capacity for adaptation, creativity and leadership.

KNOWLEGDE

3DsMax
Maya
Zbrush
Substance Painter
Unity/Unreal
C#
Adobe Creative Suite
3D Rigging/Animation
3D Modeling
Cubase/FI Studio/Logic
Foley
Sound Design
Music production
Excel
Trello/Hacknplan/Tortoise

¡CONTACT ME!

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EXPERIENCE

MUSIC PRODUCER / COMPOSER

PERFECT LABS, 2009 - 2012

- - 3 Vinyls for sale in Spain, Russia and England.
- - 2 compilation albums for sale in Spain.
- - 20 songs for sale in digital format
- - More than 50 concerts in Spain and Russia

RECORD LABEL DIRECTOR

PERFECT LABS. RECORDS, 2009 - 2012

- Management and organization of musical formats for sale. I deal with relevant artists of each genre and generation of opportunities.

MUSIC PRODUCTION TEACHER

PRESS ONE PLAY, 2014 - 2016

- Planning, design and teaching of educational subjects related to sound and music production. I was also in charge of the daily monitoring of the students.

SOUND ENGINEER / LIGHTING TECHNICIAN

ÚLTIMA S.A., 2017 - 2018

- Creation of 3d lighting and sound simulations for large events. Knowledge of Sunlight Suite and other programs. Audio and video installation at events.

AUDIO LEAD (JURASSIC WORLD CC)

STAGE CLEAR STUDIOS, 2022 - 2023

- Dreamworks and Universal Studios project for PS5, PS4, PC and Switch. Supervision of the sound design team for the project. Responsible for providing comments, assignments and reviews. Responsible for the implementation of the audio in the project and the design of the sound system in C#.

AUDIO PROGRAMMER / SOUND DESIGNER

MY LIFE AS A DJ, 2023 - 2025

- Realistic DJ simulator where I take care of sound system programming in C#. sound design and music composition when necessary.

EDUCATION

SAE INSTITUTE (MADRID)

Sound Engineering, 2008 - 2009

- One-year master's degree focused on sound physics, studio recording for musical groups and principles of music theory. Special emphasis on the study of the digital signal.

ARS STUDIOS (VALENCIA)

Master in sound and musical production, 2010 - 2012

- Master's degree in music production, sound theory and studio recording. Mainly practical studies focused on the day to day of a professional of music production.

UNIVERSIDAD SAN JORGE (ZARAGOZA)

Dubbing Technician 2016 - 2017

- Subjects related to the organization, recording, vocal technique and post-production of films and documentaries.

CEV (MADRID)

Senior Technician (Games Development), 2018 - 2020

- Dedicated to the 3d creation and development of video games. From 3D modeling, rigging and animation to programming.

OTHER INFORMATION OF INTEREST:

Highest grade of the school (2012)
Creation of new sound system for video game developments (2022)
Cover of Dj One magazine (2011)

PORTFOLIO:

<https://www.adrianpresno.com/portfolio>