

ERIK LIBOUBAN-GUNDERSEN

SOUND DESIGNER

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/IN/ERIK-LIBOUBAN-GUNDERSEN

SKILLS

Audio

Sound Design

Middleware Design

Audio Post Production

Recording Engineering

Audio Mixing

Music Composition

Tools

REAPER



Wwise



FMOD Studio



Unity



Unreal



TortoiseSVN



Perforce P4V



Diversion



Pro Tools



Teamwork

Collaboration

Leadership

Conflict Resolution

Task Management

Task Delegation

Languages

English

French

PROJECTS

Sound Designer (Contract) - Playcast

May 2025

- Designed audio for animation using REAPER

Sound Designer - Project Lobotomy

July 2024 - January 2025

Team of 8

- Designed adaptive audio behaviors and acoustics using Wwise
- Implemented all audio events, behaviors, and acoustics using Unreal Engine
- Developed efficient audio pipeline using Perforce P4V and Jira

STUDENT PROJECTS

Sound Designer & Composer - On the Shoulders of Giants

June 2023 - April 2024

Team of 2

- Created and organized audio layers using REAPER
- Designed sophisticated adaptive ambience and music behaviors in FMOD Studio
- Implemented all audio events and behaviors using C# (Unity)

Audio Lead, Sound Designer, & Composer - Kilonova

August 2022 - December 2023

Team of 21

- Led an audio team of 2
- Created over 1100 audio assets with REAPER
- Designed adaptive audio behaviors in Wwise
- Developed efficient audio pipeline using Tortoise SVN and ClickUp
- Published game to [Steam](#) 

Sound Designer & Composer - Return to the Skyway

August 2021 - June 2022

Team of 13

- Created 296 audio assets with REAPER
- Designed adaptive audio behaviors in FMOD Studio
- Developed efficient audio pipeline using Tortoise SVN and Trello
- Published game to [Steam](#) 

OTHER EXPERIENCE

Conference Associate - Game Developers Conference

March 2024

- Prepared and helped speakers for panels & lectures
- Verified attendee badges

Music & Sound Design Instructor - Open World

June 2023 - August 2023

- Taught 6 classes of kids and teenagers about music & sound design

EDUCATION

Bachelor of Arts in Music and Sound Design

August 2020 - April 2024

DigiPen Institute of Technology - Summa Cum Laude

Associate in Recording Arts Technology

August 2018 - May 2020

Front Range Community College

