

ARIEL JIMENEZ SEGUES

SOUND DESIGNER

Barcelona, Spain

arieljsegues@gmail.com

+34 717 708 066

arieljsegues.com

PROFILE

Sound Designer working across audiovisual and interactive media, with a background in music production, audio engineering and computer science. Experienced in creating sound for videogames, animation and immersive audiovisual installations, with a focus on detailed sonic environments, character and creature sound, and narrative-driven audio.

EXPERIENCE

Jan 2026 - Present	Sound Designer Framemov - Sound design for immersive audiovisual installations and cinematic experiences. - Sound design for immersive rooms, large-format screens and videomapping projects. - Creation of atmospheres, effects and sonic environments to support visual narratives. - Adapting sound to large-scale audiovisual installations and spatial experiences.
Feb 2026 - Present	Sound Designer 5frame Studios - Sound design for videogames and animated content. - Sound effects for bosses, creatures, animals, spells, character actions and gameplay animations. - Designing and editing sounds to match animation, timing and visual performance. - Creating detailed and expressive assets for interactive and game environments.
2025 - Present	Sound Designer Self-employed - Independent sound design and audio production for interactive and audiovisual projects. - Audio implementation using Wwise, FMOD and game engines. - Mixing, mastering and music composition.
2024 - 2025	Mixing & Mastering Assistant Jan Valls Estudio - Audio editing, mixing and mastering. - Optimisation for different distribution platforms and formats. - Work with analogue hardware and professional audio software. - Pro Tools, Logic Pro and Reaper.

CORE SKILLS

SOUND	Sound Design · Sound Editing · Foley · Dialogue Editing · Ambience & Atmospheres · Creature & Character Sound
AUDIO	Interactive Audio · Audio Implementation · Mixing · Mastering · Music Composition

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SOUND DESIGNER / CV

TOOLS & TECHNICAL

INTERACTIVE AUDIO	Wwise · FMOD · Unity · Unreal Engine · Godot
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DAWS	Pro Tools · Reaper · Logic Pro
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PROGRAMMING	C# · C++ · Lua · Python
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EDUCATION

2020 - 2024	Sound Design & Music Production ENTI · Universitat de Barcelona - Sound design and music for videogames · Music production · Composition. - Recording · Foley.
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2020 - 2024	Computer Engineering · Completed third year Universitat Politècnica de Catalunya - C++ · C# · Python · Java · Lua. - Computer architecture, physics and mathematics.
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LANGUAGES	ACHIEVEMENT
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Spanish - Native	2024 · FEBRUARY
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Catalan - Native	High Honours in Mixing & Mastering with Toni Castaño.
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English - B2	
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PROFESSIONAL FOCUS

Immersive sonic environments · Character and creature sound · Game audio implementation · Narrative sound design · Editing, mixing and mastering

CONTACT

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