


# Rodrigo Enoque

## Sound Designer

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 rod-q.design

### EXPERIENCE

#### **Freelance Sound Designer | Andromeda Sound (2024 – 2024 / 2025 - Current)** Los Angeles - California (Remote)

- Modern Games
  - Sound design for the mobile game AERTHLINGS; sound design and audio editing for the AERTHLINGS animated series.
  - FMOD implementation; audio quality assurance; organization of sound assets; pre-mixing for cinematics and animated videos.
- Limit Break Games
  - Sound design, audio editing, foley recording, voice editing and recording for mobile games.
  - Basic FMOD implementation, audio quality control, and asset organization.
- Caleta Gaming
  - Sound design and implementation for browser and mobile games.
  - Music editing, audio quality control, and audio assets organization.
- Freelancer Sound Designer
  - Sound design, audio editing, and FMOD implementation for games, videos, and audiovisual media.

#### **Associate Professor (Part Time) | PUC-PR (2023 – Current)** Curitiba - Brazil (In Office)

- Audio, Sound Design, and Music Production Instructor
  - Sound design classes for the Cinema, Music Production, and Communication programs; Pro Tools training; Sound Synthesis classes; music composition, recording, and production classes; audio technology and production classes; studio management.

#### **Sound Designer | Triple Z - Game Studio (2025 – Current)** Florianópolis - Brazil (Remote)

- Creation of sound design and FMOD implementation for a AA game
  - Sound design, audio editing and recording for an unannounced AA game; FMOD implementation through Unity Engine; Steam Audio implementation; audio quality assurance; organization of audio assets; lead of the audio team.

#### **Audio Editor & Sound Designer (Freelance) | Astrolábio Studio (2023 – 2025)** Curitiba - Brazil (Hybrid)

- Dubbing Editor
  - Dialogue editing, ADR synchronization in international films, dialogue recording and cleaning.
  - Voice recording in studios and management of remote recordings.
  - Mixing for films, animations, documentaries, and audiovisual projects.
- Sound Designer
  - Production sound mixer on film sets.
  - Dialogue editing, foley recording, and sound effects editing for feature films.
  - Sound design for feature films, animations, radio programs, and television shows.

#### **Audio Editor (Full Time) | E-Paraná Radio and Television (2019 – 2021)** Curitiba - Brazil (In Office)

- Audio Editor
  - Dialogue editing and recording for radio broadcast and television; Audio recording and editing; Studio management; Music editing and selection; Jingle production; Interview and journalism audio recording, editing and mixing; Audio libraries and radio content organization; Mixing for broadcast.

### EDUCATION

#### **Sound Design for Visual Media** 2021 - 2022

Vancouver Film School  
Vancouver - Canada

#### **MA | Music and Sound Creation** 2016 - 2018

Federal University of Paraná  
Curitiba - Brazil

#### **BA | Music Production** 2011 - 2014

Federal University of Paraná  
Curitiba - Brazil

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### CERTIFICATIONS

Pro Tools | AVID S4 Console | Dolby Atmos  
Fundamentals | Game Audio Academy |  
Game Audio School | Udemy Courses

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### SOFTWARES

Pro Tools | Nuendo | Reaper | Kontakt  
Sound Q | iZotope RX | Krotos | Waves  
dearVR Pro | FMOD | Accentize  
Microsoft 365 | Plugin Alliance  
Soundly | VSTi | DaVinci Resolve (Basic)  
Wwise (Basic) | Other audio plug-ins and  
software

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### LANGUAGES

Portuguese (Native) | Spanish (Fluent)  
English (Advanced) | French (Basic)

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### AWARDS

Honours Degree - VFS  
Brazilian Talent Scholarship - VFS  
Master's Degree Scholarship - UFPR  
Honours Degree - UFPR