



PATRIK CARLSSON

SOUND DESIGNER

BACKGROUND

I am a competent, creative and hardworking person with experience working in a team and also taking my own responsibility.

As an licensed audiologist I am used to working with my ears but also with people. I always strive to become a better sound designer, but also a better colleague within my team.

Long time experience with creating music and sound design in music.

SKILLS

Ableton, Reaper, Wwise, fMod, Unreal, MetaSounds, Unity, Izotope RX, Kontakt, Serum2 amongst much more.

Skilled in advanced synthesis and post processing. Studied compression, eq, frequency transposition/shifting and more at Karolinska University and furthermore at AP Academy in relation to game audio.

CONTACT

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EDUCATION

Audio Production Academy

Higher vocational education diploma, 2024 - 2026

- Sound design for games.
- Implementation in middleware and game engines.
- Composition for interactive media. Horizontal and vertical.
- Full cycle development for three games in collaboration with The Game Assembly.
- Audio lead experience in one game and smaller projects.

Karolinska Institutet

Bachelor in audiology and medicine, 2018 - 2021

- Licensed audiologist.
- Expert in human hearing and audiological assesment.
- Educated in psychoacoustics, sound propagation and physics.

WORK EXPERIENCE

Audiologist

AudioNova | 2021 - 2024

- Health care professional in the field of audiology.
- Assesed and managed disorders of hearing, balance and other neural systems.
- Responsible for teaching students from Karolinska University in their internships.

Care Specialist

TioHundra | 2015 - 2018

- Recruited to a specially formed team in the Norrtälje municipality.
- The team aimed to better the care for individuals with cognitive impairment.

Geriatric Nursing Assistant

TioHundra | 2011 - 2015

- Taking care of elderly people and individuals with intellectual disabilities.
- Medical responsibilities.

INTERESTS

- Spending time with friends and family.
- Learn and experience new things.
- Listening to and creating music.
- Playing video games.
- Exercise at the gym or talking walks.