

Danny Castro

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[Sound Design Reel](#) | [LinkedIn](#) | [SoundCloud](#) | [YouTube Channel](#)

EDUCATION

Berklee College of Music — Boston, MA, U.S.A.

Sep. 2022 - Present

- Bachelor of Music in Game and Interactive Media Scoring
 - Minor in Creative Coding — Concentration in Audio Implementation and Technology
- Bachelor of Music in Electronic Production and Design
 - Specialisation in Sound Design for Video Games
- GPA: 3.951
- Expected Graduation: Spring 2027
- Notable Awards: Recipient of the 2025 Electronic Arts “Charting Change” scholarship and mentorship

AUDIO EXPERIENCE

Technical Sound Designer Intern, [Serious Point Games](#)

Feb. 2025 - Present

- Sound implementation for upcoming game “The Ski Lodge Murder”
- Creation of an audio system with Audiokinetic’s Wwise middleware into game engine Unity
- Working with audio spatialisation, creating digital rooms and environments for the game
- Creating custom plugins to use in Wwise for “The Ski Lodge Murder”

Sound Designer and Sound Implementer, [Unchained: Tale of Enra](#) (Box Garden Games)

Aug. 2024 - Oct 2025

- Designed sound effects and ambiences, edited all VOs with Izotope’s RX processing chain
- Implemented all audio into Unity using FMOD
- Mixed and mastered all sfx, music, and VO for the entire game

Sound Designer, The Unrealtor (USC Master’s Thesis)

Oct. 2025 - Present

- Creating Audio Vision document along with USC project leadership
- Designing sound effects and editing dialogue audio
- Implementing all audio using FMOD with a focus on its spatiality features

Freelance Audio Editor

August 2024 - Present

- Cleaning up raw audio recordings, making them ready-to-use for sound libraries and sound design
- Dialogue cleanup and level automation
- Organising files with corresponding metadata, UCS naming conventions, and format preferences

Sound Designer, [Echoes of Memory](#) (Indie Game)

Oct. 2024 - Dec. 2024

- Managed a team of 6 sound designers, and carried out all administrative and organisational tasks for the team
- Designed all ambiences for the game and numerous sound effects
- Helped with the implementation of all audio through C# scripting in Unity’s native audio engine

Lead Composer, [Witching Hour](#) (Indie Game)

Oct. 2024 - Dec. 2024

- Composed all of the music for the game, save for 1 track
- Assisted with all music and SFX implementation in the game using C# scripting in Unity’s native audio engine

SKILLS

- Languages: Spanish (Native), English (Native), German (C1), Portuguese (A2)
- Programming: C#, C, C++, UE Blueprints, JavaScript, HTML, SQL, CSS, Max, Supercollider, Juce, and Csound
- Software and Engines:
 - Reaper, Cubase, Pro Tools, Ableton Live, Nuendo, Adobe Audition, Logic Pro, Bitwig Studio, FL Studio
 - Wwise, FMOD, Unreal Engine, Unity, Godot, Twine, GitHub, Perforce
- Others:
 - Dorico, Finale, Sibelius, Musecore 3, Musecore 4
 - DaVinci Resolve, Adobe Photoshop, GIMP, Microsoft Office, Google Apps