

Ricardo Lopez Hernandez

Audio Engineer | Technical Sound Designer

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Summary

- Audio engineer specialized in sound design for film and video games.
 - Holds a vast variety of skills in audio engineering, music production and sound post production.
 - Technical mindset, creative approach to project management, collaborative in team dynamics.
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Technical Skill Set

- DAWs and Tools: Pro Tools, Reaper, Izotope RX, DaVinci Resolve
 - Game Engines: Unity, Unreal 4
 - Middleware: Wwise, FMOD
 - ADR, Script Management, and Dialogue Editing
 - Sound Design & Asset Creation
 - Console Operation & Studio Recording
 - Location Recording & Mixing
 - Stereo, 5.1 & Dolby Mixing
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Professional Experience

- **NAFF Audio** (2023- 2024)

My responsibilities at NAFF Audio were studio recording, sound editing and studio mixing. Had the opportunity to support orchestral composers, classical musicians, podcasters and other talents with recording, editing and mixing of their projects.

- **TONO 40** (2022 - 2023)

In TONO 40 I was assistant studio recordist, sound designer and sound editor for publicity, shortfilms, podcasts and voice actors.

- **Crazy Corner Sound** (2025)

As part of Crazy Corner Sound team, I have positions of technical sound designer for interactive media and sound editor for audiovisual productions.

Education

- **Vancouver Film School** (2024 - 2025)
 - *Sound Design for Visual Media* (Diploma)
- **SAE Institute Mexico** (2020 - 2023)
 - *Audio Engineering and Music Production* (Graduate Studies)
 - *Avid Certified Pro Tools Specialist* (Certificate)
 - *Avid Certified Pro Tools Post Professional* (Certificate)
- **University of Hertfordshire** (2020 - 2023)
 - *Bachelor of Arts in Audio Production* (Bachelor's Degree)