

HUGO REJAS PINELO

Kortrijk, Belgium
hugorejaspinelo@icloud.com
+32495336789

I'm a Sound Designer and Audio Programmer with a master's in music design from HKU, currently advancing my expertise in Game Audio at DAE. I'm passionate about creating immersive audio that brings projects to life and enhances the experience for the player. I enjoy working on all aspects of audio design, from initial concepts to seamless in-game implementation. Additionally, I have years of experience working in audiovisual and non-linear media for the Latin American and Dutch markets. I leverage these experiences and knowledge to my work in Game Audio and my approach to projects and teamwork.

Links

- hugorejaspinelo.wixsite.com/hugo-rejas-pinelo--1
- linkedin.com/in/hugo-rejas-pinelo/

Skills

- **Middleware:** FMOD and Wwise
- **Game engines:** Unity and Unreal Engine both with C++ and blueprints.
- **DAWs:** Reaper, Pro Tools and Logic Pro.
- **Extensive experience in sound design, synthesis, foley, recording and mixing engineering.**
- **Workflow with version control software** Perforce and Git.
- **C++ for audio and Unreal Engine.**
- **Trained music producer and Latin percussionist with formal music education.**

Education

Bachelor of Digital Arts And Entertainment in Game Sound Integration
Howest, Kortrijk, Belgium | Expected in June 2026

Master of Music in Music Design
Hogeschool Voor De Kunsten Utrecht, Utrecht, Netherlands | September 2019

Bachelor of Arts in Music Production
Universidad Peruana De Ciencias Aplicadas, Lima, Peru | December 2016

Work History

Technical Sound Designer and Programmer

Full Broadside Team, Kortrijk, Belgium | February 2025 - June 2025

Technical sound designer in charge of all the audio design and implementation for the game Full Broadside, a top-down local multiplayer game of battling pirate ships.

- Sound designed all Sfx, UI, and ambiance sounds.
- Implementation work done in **Unreal Engine** directly in-engine using **C++**
- Additionally, I worked as a programmer working on game features and implementation of visual effects using both **C++** and blueprints

Sound Designer

Creaweeek Game Jam 2025, Kortrijk, Belgium | April 2025 - April 2025

Worked as the sound designer for the game L.O.V.E, a top-down game about spreading peace and love while driving a minibus.

- Sound designed all sounds in the game and sourced the music.
- Implementation work done in **Unity**, using **FMOD**.

Sound Designer and Audio Engineer

Freelancer, Lima, Peru - Amsterdam, Netherlands | April 2016 - December 2020

I worked as a freelancer with audio production companies dedicated to the advertising market, as well as creative companies. I've worked as a sound designer, audio engineer and producer depending from project to project.

Worked with companies from Lima and Amsterdam for campaigns with reach on South American and The Netherlands. I've participated in campaigns with international recognition like the Effie Awards with the "Ciudadanos del Mañana" campaign.

Volunteering

Audio Engineer and Editor

FNWV — Minneapolis, MN, US | December 2021 - February 2024

I work as an audio engineer and audio editor to produce the Everyday Nonviolence Podcast by FNWV, a nonprofit organization based in Minneapolis. My role was to edit, clean up and mix the podcast episodes for their release. Also, I had to assist remotely with the recording coordination and process.

Languages

- **English** - Bilingual or Proficient (C2)
- **Spanish** - Bilingual or Proficient (C2)