Linkedin

# Jaime Chirif Watanabe

Sound Designer & Composer

Portfolio: Sound Design Music

#### Education

Master's Degree in Scoring for Visual Media | 2023 - 2024 Escuela de Música de Catalunya | ES

Specialization Course in Game Audio | 2022 Image Campus | AR

Sound Art Diploma | 2020 TSONAMI Arte Sonoro | CL

**Degree in Composition | 2013 - 2016** Conservatorio Superior Manuel de Falla | AR

Degree in Jazz Performance | 2012 - 2016 Conservatorio Superior Manuel de Falla | AR

#### Tools

DAW REAPER (Advanced)

Middlewares Fmod (Advanced) Wwise (Intermediate)

Game Engines Unity (Intermediate) Unreal (Intermediate)

Others Izotope's RX 10 GitHub / Fork Notion / Jira

## **Employment History**

Over the years, I've taken on different roles, from working solo to collaborating with teams and mentoring others. These experiences have sharpened my critical, conceptual, and creative thinking, while also helping me develop skills in sound design, composition, mixing, and mastering, as well as implementing audio in FMOD and assisting with Unity integration. I'm comfortable working under pressure and always strive to deliver the best quality possible. Each project I work on helps me grow both technically and creatively, and I love discovering new ways to use audio as a tool to create immersive experiences.

#### Video Games

Audio Director & Lead Sound Designer | 2024 - current | part-time Fatal: Unleashed Darkness (trailer) | Selene Games | ES

Trailer's Sound Designer & Composer | 2024

The Erebus Accord (trailer) | Boundary Studios | CA

Composer | 2023 | Demo

Purunmachu (article) | Hermanos Magia / Pontificia Universidad Católica del Perú | PE / SW

Sound Designer & Composer | 2022 - 2023 | Demo

Fake News: Infodemic (article) | A Mí No Me La Hacen ONG / Hermanos Magia | PE

Sound Designer & Composer | 2022 - current | Beta

The Empty Fortress: A Shadows of Esteren Tale | Studio Agate / LEAP Game Studios | FR / PE

Sound Designer & Composer | 2023 - 2024

Echoes in the Deep: A Fateforge Tale (Steam) | Studio Agate / LEAP Game Studios | FR / PE

Sound Designer | 2022 - 2023

Down the River - A Shadows of Esteren Tale | Studio Agate | Studio Agate / LEAP Game Studios | FR / PE

Sound Designer & Composer | 2022

Inner Room (itch.io) | Hermanos Magia | PE

Sound Designer & Composer | 2018 - 2021

Arrog (Steam) | LEAP Game Studios / Hermanos Magia | PE



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#### Film

Sound Designer & Audio Mixer (Stereo/5.1) | current satÉlites (short) | Felipe Esparza Pérez | PE / US

#### Sound Designer & Composer | current

Paréntesi (short) | Rubén Alonso / Ainara Ariztoy | ES

#### Composer | 2024

Piedra por corazón (short) | Pol Alba | ES

#### Experimental Composer | 2022 - 2023

Inomoxo: El Sueño del Brujo (feature) | Casaluz Films | PE / CO

#### Sound Designer & Composer | 2022

¿Por qué ha fracasado la guerra contra las drogas en América Latina? (shorts) | Vist Projects | CO

#### Sound Designer & Composer | 2021

Las turberas amazónicas (short) | Vist Projects / Wildlife Conservation Society | PE / CO

#### Sound Designer & Composer | 2020

Con la cabeza en las nubes (shorts) | Pequeño Editor / Pakapaka | AR

#### Audio for picture books and booktrailers | 2017 - 2020

Desayuno, Cristina juega, Hermana y hermano, among others | Polifonía, Cataplum, Panamericana | PE

# Teaching Experience

#### Private Tutor | 2016 - 2023 | Remote and In-person

Guitar, composition, music theory, arrangements, sound design, project consulting, among others.

## Regular Faculty MemberLITS (Lima Institute of Technical Studies) | 2019 - 2022 | PE

Composition, Portfolio, Arrangements I & II, Orchestration, Ear Training II, Harmony and Counterpoint II

#### Mentor in Audio and Narrative | 2022

Global Game Jam | Remote / PE

#### 'Music and Picture Books in Early Childhood' | 2021

Municipality of Lima / Polifonía Editora | PE

### 'They're for Feeling Better! Music and Picture Books for Well-being' | 2020

Alliance Française | PE

#### 'Books to Look at, Touch, and Listen to!' | 2019

Centro Cultural de España | PE

#### Sound Appreciation Workshop | 2018

Instituto de las Artes Maria Elena Walsh | PE

#### Awards and Recognition

#### Audience Award for "Best Latin American Film" (article) | 2024

Inomoxo: El sueño del brujo | FICVIÑA (Viña del Mar International Film Festival) | CL

#### Grants 3.0 Awardee (post) | 2023

Latinxs in Gaming | LATAM

#### Samurai Scholarship 2023 Winner (post) | 2023

7th Beat Foundation | PE | Travel expenses covered for GDC



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# Awards and Recognition

CVA Perú Scholarship 2023 Winner (post) | 2023 CVA | PE | All-Access Pass for GDC

Grand Prize Winner / Best Audio Winner (article) | 2022 | Inner Room | Deepwell DTx / Global Game Jam | US

Outstanding Teacher Award (post) | 2022 LITS (Lima Institute of Technical Studies) | PE

Excellence in Audio Winner / Excellence in Experimental Winner (post) | 2021 Arrog | Busan Indie Connect Festival | KR

IGF Audience Award (article) | 2021 Arrog | Independent Games Festival | US

FS Play to the Most Innovative Game (article) | 2019 Arrog | Fun & Serious Game Festival | ES

