

VIVIANA CARO – Senior Audio Artist

viviana@vivianacaro.com - [LinkedIn.com/in/VivianaCaro/](https://www.linkedin.com/in/VivianaCaro/) - www.vivianacaro.com

EDUCATION

[Vancouver Film School](#) – Vancouver, Canada (2008 – 2009)

Diploma, Sound Design for Visual Media

[Pontificia Universidad Javeriana](#) – Bogotá, Colombia (1996 – 2002)

Bachelors' Degree in Science, Music Studies with Sound Engineering emphasis. Diploma and thesis with honours.

Thesis in the Digital Signal Processing of noise removal of bird sounds and ambiances using MATLAB

WORK EXPERIENCE

Game Audio (2008 – present)

[Electronic Arts](#) – Vancouver, Canada (2018 - Present)

Senior Audio Artist - Full Time

Ambiance Audio Lead for [Skate](#). (working title)

- Creating an immersive sonic experience for players to feel sonically immersed in the fictional city of SanVansterdam: system design, sound design and implementation
- Skate's ambiance system presentation at [Interactive Audio Montreal](#)

Cinematics Audio POC for [FIFA 22](#)

- Responsible for planning and supervision of cinematic audio

Audio Lead for [PvZ: Battle For Neighborville](#) - Nintendo Switch

- Manage junior audio artist and oversee the process to fit the audio from the larger platforms into the limited memory and space requirements of the Nintendo Switch console while still preserving quality and performance working closely with lead audio coder.
- First Nintendo Switch EA game powered 100% by Frostbite Engine
- Interview with [A Sound Effect](#)

Audio Artist for [PvZ: Battle For Neighborville](#) - Console

- Ambiance and world sounds design and implementation, including Live Services for monthly updates

[Electronic Arts](#) – Vancouver, Canada (2017 - 2018)

Audio artist for [FIFA 18 Story Mode – The Journey, Hunter Returns](#)

- Design and implementation of interactive music pipeline in Frostbite
- Supervision and training of music editor
- Audio implementation of BG's and SFX in Frostbite
- Spotting, recording supervision, editing and implementation of walla

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- Working closely with audio leads to improve product quality and team workflow efficiency
- Interview with [The Sound Architect](#)

Electronic Arts – Vancouver, Canada (2016)

Audio artist for [FIFA 17 Story Mode – The Journey](#)

- Design and implementation of audio pipeline and workflow for Story Mode with audio leads, including audio postproduction in ProTools and implementation in Frostbite

Electronic Arts – Vancouver, Canada (2014 - 2015)

Audio artist for [Need For Speed](#)

- Sound design and implementation of all ambiances and world sounds
- Interactive music implementation in Frostbite

Electronic Arts – Vancouver, Canada (2014)

Sound editing of chants and speech recordings for [NHL 15](#)

La Hacienda Creative – Montreal, Canada (2011 – 2012)

Sound design and game audio implementation for the PS3 game [Papo & Yo](#)

- Design and implementation of audio pipelines with the audio programmer
- Recording and sound design for audio content.
- Design and implementation of the procedural audio solution using Wwise
- Authoring audio behaviours in Unreal game engine

Steve Israelson – Vancouver, Canada (2008)

Sound design of the iPhone video game, “Bug Hunt”

RELEVANT EXPERIENCE

Audio Post-production and sound design work (2008 – present)

[WCS](#) - Colombia (2017, 2022)

Sound design and stereo mix of various short documentaries

[DHX Media](#) - Vancouver, Canada (2018)

SFX editor for an animated cartoon series

[MIUT](#) - Vancouver, Canada (2013 – 2018)

Voice editing of 12 audio books for a Spain-based studio (total running time: 250 hrs)

[Pacific Content](#) – Vancouver, Canada (2016)

Podcasts sound design, voice editing and stereo mix

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[Cornell University](#) - Montreal/Vancouver, Canada (2012 – 2016)

Consultant for audio and video projects, including a partnership with National Geographic and audio edition and restoration of the Cornell Guide to Bird Sounds – [Master Set for North America](#).

[Patrick Haskill – DBC Sound](#) – Vancouver, Canada (2013 - 2015)

Effects and ambiance editing for the one-hour TV series, “[The Emergency Room-Life and Death at VGH](#)”. (10 episodes) and “[Arctic Air](#)” (9 episodes)

[Real World Media](#) – Vancouver, Canada (2013)

Audio postproduction and stereo mix for the one-hour TV documentary “[Potlatch Keepers](#)”

[Ricardo Escallón](#) - Vancouver, Canada (2013)

Audio postproduction for the feature film “[Ella](#)”

[Carlos Gaviria](#) - Montreal, Canada (2012)

Audio post-production for the 13-mins short film “[Las Buenas Intenciones](#)”

[Colombian Symphonic Orchestra](#) – Bogotá, Colombia (2011)

Recording assistant for the orchestra’s 2011 concert series

[Instituto Alexander von Humboldt](#) – Bogotá, Colombia (2009)

Audio post-production and stereo mix of three short documentaries “Las Crónicas del Humboldt” vol.2 (total running time: 34 mins), and the television campaign “Acércate a nuestra fauna” (total running time: 8 mins)

[Carlos Gaviria](#) – Bogotá, Colombia (2009)

Sound design, foley, voiceover recording, sound editing and 5.1 mix assistant for the feature film “[Retratos en un mar de mentiras](#)” (91 mins). [10 awards and 5 nominations](#), including best film at Viña del Mar Film Festival and nominated to Crystal Bear at the Berlin International Film Festival.

Full Time (2000 – 2012)

[Instituto Alexander von Humboldt](#) – Bogotá, Colombia (2010 – 2011)

Supervisor and Sound Engineer of the Animal Sound Collection

- Curator of the collection
- Engaged in selection, edition, restoration and mastering of animal recordings

[Cornell University](#) - Ithaca, USA (2003 – 2008)

Producer and Sound Engineer at [Macaulay Library](#)

- Produced several Latin American audio field guides for conservation and educational purposes.
- Engaged in selection, edition, restoration and mastering of animal recordings
- Provided media distribution of natural recordings to museums, researchers, movie industries, etc (e.g.

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Lucas Films-The Incredibles & Ratatouille, National Geographic, Nickelodeon).

[Instituto Alexander von Humboldt](#) – Bogotá, Colombia (2000 – 2003)

Studio Engineer and Archive Technician

- Systematized and managed the database of the sound Collection.
- Digitally acquired, edited, cataloged and archived over 7000 recordings for entry in the Collection.

Teaching Experience (2007 – Present)

[School of Video Game Audio](#) – Vancouver, Canada (2014 - Present)

Nimbus School of Recording & Media – Vancouver, Canada (2016)

[Western Front New Music](#) – Vancouver, Canada (2015)

[Pontificia Universidad Javeriana](#) – Bogotá, Colombia (2009 – 2011)

[Politécnico Grancolombiano](#) – Bogotá, Colombia (2009- 2011)

[Universidad del Magdalena](#) – Santa Marta, Colombia (2010)

[Escuela Fernando Sor](#) – Bogotá, Colombia (2010)

[Universidad Nacional de Colombia](#) – Bogotá, Colombia (2007)

Technical skills

- Game audio implementation with Frostbite (13 years)
- Sound design and audio post-production (15 years)
- Game audio implementation with other platforms: Wwise & FMOD Studio (Instructor for 10 years) and UDK Unreal (3 years). Basic audio implementation skills with Unity 3D.
- Extensive experience on audio collections and animal sounds, including file creation and data management (15 years)
- Sound editing and audio restoration in ProTools (13 years), Nuendo (10 years)
- Field recording (12 years)
- Understanding of the following relevant programs and skills: Perforce, Adobe Audition, Soundminer, Microsoft Excel, Mac and PC platforms

References and further details upon request