Contact

+45 61798717

contact.adosound.com

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IT

- Pro Tools
- Studio one
- Wwise
- Fmod
- Unity
- C#
- Wordpress + Elementor
- Blender
- Affinity Photo

Soft Skills

- Soloution oriented
- Collaborative
- Creative
- Accomodating
- Pragmatic
- Dependable

Asger Demant Olin

Sound Designer

SKILLS

DAWs

- In-Depth understanding of Studio One and Pro Tools
- Can identify possibilities and limitations in the available tools
- Thorough understanding of editing and processing audio files

Middleware

- Full understanding of working in middleware such as Fmod and Adiokenetic's Wwise
- Implement audio and music into Unity
- Design and implement dynamic music and audio for games.
- Understand and communicate with a programmer for implementation purposes

Game Engines

- All the available methods of handling audio through Unity
- Understanding of how to work with 3d assets inside of Unity

Recording Techniques

- Make qualified choices about techniques and methods in recording scenarios
- Handle sound production in a recording studio

EXPERIENCE

Lara Luna

Guitarist

- Acting studio and live guitarist in the band as a founding member since 2016.
- We have played at several festivals including Spotfestival twice - first in 2020, second in 2023 and Midfynsfestival. Additionally we have played at many venues such as Posten in Odense, Rust in Copenhagen and Godsbanen in Aarhus etc.

Producer

- I together with a bandmate produce all songs in the band.

Recording Engineer

- I was recording engineer on my upcoming album 'In This Blur' - that comes out the 23rd October

EDUCATION

Sonic College

September 2024 - February 2028

I am currently studying sound design at Sonic College with a chosen specialty in Game Audio, that has taught me how to use programs and middleware like Wwise and Fmod to implement my sound into gameengines like Unity.

Language

- Danish - Fluent, (Native)
- English - Fluent, speech and writing
- Spanish - Basic, speech and writing

About me

My name is Asger, I'm excitedly engaged in games and sounddesign for games. I love to make sfx and ambiances and work in e.g. Wwise or Fmod. In addition, I play in a band called Lara Luna and go to Sonic College. I'm creative, good at collaborating and at problem solving. Some of my favorite games include but are not limited to - The Mass effect trilogy, Baldur's Gate 3, Monster Hunter Series and Dark souls.
Currently im looking forward to trying the new World of Warcraft forever the 4th of november

VOLUNTER WORK

Tomedelic
Small 2 week gameproject

- Tomedelic Is a 2 week project made by a small team (Game Designer, Sound Designer and Composer) using unity and Wwise. I was head of sound design handling recording, designing ambiance and SFX, while assisting with implementation into unity

NYCTORIZON
Currently Working on

- Im part of a 2 man team making a dark fantasy dungeon crawler RPG
- Working as acting head of managing recording, SFX, ambiance and making sound systems - everything implemented through Wwise