

SOUND DESIGNER

EUGENIO MIRAFUENTES



EDUCATION AND SKILLS

Savannah College of Art And Design
B.F.A., Sound Design (2020-2024)
M.A., Sound Design (2025)

- ProTools HDX
- iZotope RX 11
- Unreal Engine 5
- Google Drive
- Microsoft Office
- Sound Supervision
- Re-recording Mixing
- SFX Editorial
- Dialogue Editorial
- Music Editorial
- ADR/Foley
- Podcast Production
- Music Production

AWARDS & CERTIFICATIONS

MPSE Golden Reel Award (2025)
Winner - Verna Fields Student Film Category



Operator
Pro Tools® | Post



PROFESSIONAL
PRO TOOLS | Dolby Atmos

EXPERIENCE

TURN 10 STUDIOS - SOUND DESIGN INTERN (June 2024 - August 2024)

Microsoft, XBOX | Redmond, WA

- Delivered sound effects editorial, music editing, and final audio mixing for cinematic trailers of the Forza Horizon series, contributing to +1million views on social media platforms.
- Worked in a collaborative workflow with video editors, aligning on creative vision to bring producers' concepts to life and ensuring high-quality, polished results.
- Voice-over editing, cleaning, and mixing for narrative cinematic content.
- Managed the organization, editing, and mixing of +700 recorded assets for the sound library database, improving accessibility and workflow efficiency.

SOUND DESIGNER & SUPERVISOR (Sept 2022 - Today)

Savannah, GA. | Monterrey, MX.

- Developed and created sfx and dialogue stems for animation and live-action independent films.
- Led sound department assigning tasks, organizing workflow, setting deadlines, and supervising editors.
- Coordinate sound production logistics with the other departments within the project.

eugeniomirafuentessound.com

eugeniomirafuentes@gmail.com