

# Jorge García

## Audio Software Engineer

[info@jorgegarciamartin.com](mailto:info@jorgegarciamartin.com)   <http://www.jorgegarciamartin.com>  
<http://www.linkedin.com/in/jorgegarciamartin>  
<http://www.github.com/jorgegarcia>  
<http://www.twitter.com/JGarciaMartin>

### Profile

Seasoned audio domain generalist with 15+ years of combined experience in software development, engineering, broadcast and games. Strong background in audio R&D with publications and talks in conferences and technical books. Experienced electronic music producer since 2004 with 40+ published remixes, productions and co-productions

### Relevant Experience

September 2021 – Present  
Madrid, Spain  
Vancouver, Canada

#### **Electronic Arts** / Audio Software Engineer

Working as part of the central Tools and Technology Audio team  
Received “EA Spot Stock Award” for contributions above and beyond the role

September 2018 – August 2021  
Madrid, Spain

#### **Self-Employed** / Independent Consultant on Audio Technology

Clients and projects:

*Voctro Labs* (Barcelona, Spain) – [Voiceful characters AI TTS plugin for Unity](#)  
*RØDE Microphones* (Sidney, Australia) – [Wireless GO II companion app](#)  
*NaturalMotion/Zynga* (London, UK) – Audio tools and technology

May 2016 – August 2018  
Madrid, Spain

#### **Mercury Steam Entertainment** / Programmer (Contract)

Helped to ship the [F2P game Spacelords](#) on PC, PS4 and XBOX ONE  
Online, multiplayer and audio systems. Microsoft certification

August 2014 – April 2016  
Leamington Spa, UK

#### **FreeStyleGames – Activision Blizzard** / Audio Programmer

Full development life-cycle and some pre-production for [Guitar Hero Live](#) on PS4, XBOX ONE, PS3, XBOX 360, WiiU and iOS. Game audio systems development. Singing technology DSP R&D. Audio technology R&D. Sound designers support

March 2014 – July 2014  
Southam, UK

#### **Codemasters** / Experienced Audio Programmer

Worked on the early stages of [Dirt Rally](#) for PC, PS4 and XBOX ONE. Contributed to the [F1 2014 game](#). Wwise integration and tools development. Programming support for sound designers

September 2012 – October 2013  
Manchester, UK

#### **Music Group Research UK – Music Tribe** / Software Engineer (Audio/DSP)

Worked on the development of the [MIDAS digital mixers PRO-1, PRO-2, PRO-X](#). Audio R&D for new products. Participated in on-site and remote interviews

September 2009 – February 2014  
Madrid, Barcelona and  
Manchester

#### **Self-Employed** / Audio Specialist

[Open source projects](#), consulting & production of [CC album "Unmastered Beats"](#)  
Created the PA (Procedural Audio) group in Mendeley. Administrated a PA forum

September 2009 – Sept 2011  
Barcelona, Spain

#### **Music Technology Group – UPF** / Master Student and Researcher

R&D work for the Master's Thesis in the fields related to soundscapes generation, sound synthesis/transformations and interaction technologies. Funded by the Spanish Ministry of Education and ICO

February 2009 – August 2009  
Madrid, Spain

#### **SIMFOR** / Programmer

Logic, UI/Audio programming and scripting for [driving simulators](#)

June 2008 – October 2008  
Madrid, Spain

#### **Electronic Arts** / Integration Audio Engineer (Contract)

Worked on the audio localisation of [FIFA09](#) and [Skate 2](#). Audio mastering, integration and databases management

2001 – 2006  
Madrid, Spain

#### **Various Companies** / Sound Technician and Designer, Assistant Producer, DJ, [A&R](#)

## Education

October 2022 – March 2023  
Barcelona/Online, Spain

**Universitat Politècnica de Catalunya** / Postgraduate, AI with Deep Learning  
[Final project “Multimodal emotion recognition” \(as part of a team of four people\)](#)

September 2009 – July 2011  
Barcelona, Spain

**Universitat Pompeu Fabra** / MSc, Sound and Music Computing (with scholarship)  
[Thesis project “Samples homogenization for interactive soundscapes”](#)

September 2001 – July 2007  
Madrid, Spain

**Universidad Politécnica de Madrid** / BSc, Telecommunications Engineering  
Major studies in Audio and Video development, production and processing  
[Thesis project “Synthetic object integration in real images and video”](#)

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## Technical Skills

Programming and serialisation

C, C++, C#, Python, Matlab, Lua, XML, JSON

Development tools

Visual Studio, Xcode, Android Studio, Jenkins, Team City

Middleware and frameworks

Wwise, FMOD, Unity, JUCE, PyTorch, Tensorflow

Audio software and production

DAWs (Reaper, Ableton Live), editors (Wavelab, Audition, Soundforge)

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## Publications

[“Introduction to DSP Prototyping” chapter in Game Audio Programming Vol 2 \(CRC Press\)](#)

[“Open Sound Control” chapter in Game Audio Programming Vol 1 \(CRC Press\)](#)

[“Towards equalization of environmental sounds using auditory-based features” in AudioMostly 2011 conference proceedings \(ACM\)](#)

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## Selected Talks

January 2021

[“Wwise Godot Integration” at GodotCon, online \(with Alessandro Famà\)](#)

November 2019

[“Building game audio plugins for the Unity engine” at Audio Developer Conference London, UK](#)

November 2019

[“The audio technology behind video games” at Codemotion Berlin, Germany](#)

March 2019

[“Audio software: current and future challenges” at T3chFest Madrid, Spain](#)

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## Selected Open Source

[Wwise Godot Integration – Integration of the Wwise middleware from Audiokinetic into the Godot engine with Alessandro Famà](#)

[UnityOSC – Open Sound Control implementation for Unity](#)

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## Selected Discography

[Japan – Asterisk \(19BOX Japan, 2010\) with Hiro Tanaka](#)

[Yorch – Mental encounter EP \(Urban Torque UK, 2007\)](#)

[Clubbervision – Paz \(Private Reality, Metamotional US, 2005\) with Daniel Ferreira](#)

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## Languages and Hobbies

Spanish (native), English (fluent), Catalan (beginner)

Swimming, hiking, reading, playing video games, travelling