



# Filip Bark

Composer, Sound Designer



Portfolio



filipbark76@gmail.com

## Education

### Game Audio Program

Audio Production Academy  
2023 - Ongoing

### Ljud & Bild Skolan

Music Production  
2017-2020

## Skills

- Sound Design:  
Crafting dynamic and immersive soundscapes
- Composing: Creating music scores that elevate emotional impact in games
- Implementation:  
Integrating audio with Wwise and FMOD
- Audio Editing  
Software: Proficient in DAWs such as Nuendo, Reaper, Logic

## Profile

I am a Game Audio student from Sweden, currently studying at Audio Production Academy in Stockholm. My skills range from sound design to composing and implementing audio using industry-standard tools like Wwise and FMOD. My passion lies in creating immersive and dynamic sounds that enhance gameplay and help bring games to life.

## Projects

*Intergalactic Ball Throwing Championship With Friends*

### Role: Composer

4 player free for all ball tag game.

My work and contribution to this project was the menu music.

<https://kaptan-h.itch.io/igbtcfw>

## Language

- Swedish
- English