

# ADRIÁN BARAHONA-RÍOS

## SOUND DESIGNER

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📍 York, UK

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in www.linkedin.com/in/adrianbarahona

## EXPERIENCE

### Sound Designer & Composer

#### Freelancer

📅 June 2014 – Sept 2018

Diverse roles and projects including indie video game music, a binaural sound walk for the Edinburgh's West End BID, several short films (as boom operator and composer), musical theatre or PA.

### Recording Engineer

#### Perfect Sound

📅 March 2015 – July 2015

📍 Madrid, Spain

Video game ADR studio. Voice recording and editing for the Spanish localization of video games such as Fallout 4, Just Cause 3, Until Dawn or NBA 2k16.

## EDUCATION

### PhD in Intelligent Games and Game Intelligence

#### *Increasing The Efficiency In The Creation Of Procedural Audio Models For Video Games*

#### University of York

📅 Sept 2018 – Ongoing

📍 York, UK

In collaboration with Sony Interactive Entertainment Europe. DSP and machine learning to create procedural audio models for video games. My main research interests are generative deep learning to synthesise raw audio and machine learning applied to procedural audio.

### MSc Sound Design

*Distinction*

#### University of Edinburgh

📅 Sept 2016 – Sept 2017

📍 Edinburgh, UK

Including disciplines such as real-time audio programming (Pure Data, Max/MSP, Supercollider), immersive audio (ambisonics, binaural, VR, 360 video) or interactive sound environments (Unity, FMOD, Wwise, procedural audio).

### BA (Hons) Popular Music Production

*First Class Honours*

#### Southampton Solent University

📅 Sept 2015 – Sept 2016

📍 Southampton, UK

Top-up degree. Several topics covered such as interactivity or binaural recording.

### HND in Creative Media Production & Técnico Superior en Sonido para Audiovisuales y Espectáculos

*Merit*

#### CEV

📅 Sept 2013 – Sept 2015

📍 Madrid, Spain

Double degree. Trained in audio for several fields (Post-production, music, DAWs, PA...).

## ABOUT ME

Audio enthusiast, musician and video games lover. Interested in VR/AR, procedural audio and machine learning.

## OTHER COURSES

### Expert Diploma in Computational Physics

#### UNED

📅 2018

15 ECTS. Numeric and symbolic calculus in Maxima. C scientific programming.

### Deep Learning Specialization

#### Coursera

📅 2018

Neural networks and machine learning. CNNs & RNNs.

### Audio Signal Processing for Music Applications

#### Coursera

📅 2017

DFT, STFT, spectral modeling and music information retrieval.

## LANGUAGES

Spanish



English



## AWARDS

- **International Student of the Year** - Solent Music Awards 2016 (Southampton Solent University)

## PUBLICATIONS

- Barahona-Ríos, Adrián and Sandra Pauletto (Forthcoming). "Synthesising Knocking Sound Effects Using Conditional GANs".
- Barahona, Adrián and Sandra Pauletto (2019). "Perceptual Evaluation of Modal Synthesis for Impact-Based Sounds". *Proceedings of the 16th Sound & Music Computing Conference*, pp. 34–38.