



antónio dias / audio engineer

from portugal, speaks portuguese and english

an audio engineer working in everything surrounding music, sonic branding, intros and video games.

[portfolio](#)

(includes showreel!)

experience

Audio Engineer and Camera Operating & Production Assistant

Freelance / 2023 - present

- Worked on audio recording, editing, and post-production for music and audiovisual projects
- Assisted in camera operation and on-set production tasks
- Collaborated on projects involving music and video content
- Applied audio skills to different contexts, including music and consulting
- Managed technical workflows using professional audio software
- Developed and integrated audio assets for linear music video contexts

Personal & Academic Projects

Freelance / 2023 - present

Sound design of gameplay clips and interactive scenes, Foley, UI, environments and design of ambience and atmospheric audio to support gameplay and mood

Unreleased game (2025-present)
Sound design for an action/adventure rogue like

The essence (2025-present)
Sound design for a puzzle platformer. Bachelors project to be fully released in 2026

education

Bachelors in Sound & Image

2022 - 2025 - esad.cr, leiria

Focused on audio engineering, audiovisual production, and sound for media. Developed technical and creative skills in sound design, recording, editing, and post-production

1st year of Cultural Production

2021 - 2022 - esad.cr, leiria

Studied production workflows, cultural projects, and creative industries

skills and software

audio engineering

Reaper, Pro Tools, Cubase, FL Studio, Ableton, FMOD, Wwise, audio engineering, music mixing and mastering, sound design for games, sound effects editing, ambience and atmosphere design, audio recording and post-production, basic game audio pipelines, game audio implementation, interactive audio fundamentals, sonic storytelling, teamwork and collaboration

video editing, cinema production, camera operator and vectorial drawing