

Miguel Alejandro Sierra Jaramillo

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Sound Design/Music Composition/Audio implementation

<https://www.miguelsierra-audio.com/>

I am a Recording Artist and Music Producer, faithful believer in the power of audio to narrate, move, remember and to generate value in audiovisual and virtual experiences.

Experience

PolygonUs

Lead Audio Designer

Medellín, Colombia

May 2021 – Present

- Creation and development of sound identity for Video Games and Multimedia
- Sound Design, Foley recording And Audio Implementation (FMOD, Wwise, Metasounds)
- Compose and produce music for video games and audiovisuals in various musical genres
- Voices and dialogue Production
- Talent management (Voice overs and musicians)
- Audio Post Production (Mix and Master)
- Shipped titles: Ulúmina (2022), Space Shooter(2025)

Euno S.A.S

Audio Producer

Medellín, Colombia

Jan 2016 – Mar 2021

- Produced Audio for Audiovisual and E-Learning
- Designed Audio For UIs
- Produced Binaural and Ambisonic Audios for 360º Videos
- Directed and recorded voices for Discovery Networks LA

Ultrasonido Estudio

Recording Assistant

Medellín, Colombia

Jul 2011 – Present

- Recorded and Edited Musical Instruments
- Produced Audio for Audiovisual and E-Learning
- Recorded symphony orchestras
- Recorded and edited Voice Overs

Education

Instituto Tecnológico Metropolitano

Recording Arts

Methodological guide for Ambisonic sound production on ProTools

Medellin, Col

Jul 2019

Audiokinetic Wwise 101 Certification

Unreal Engine Blueprints Programing - Udemy

Skills & Interests

Technical: Unity, Unreal Engine, Pro Tools, FMOD, Wwise, Reaper, RX Izotope, C#, SQL, Python

Language: Spanish/Native, English/C1, Italian/A1

Interests: Playing Drums, Heavy Metal, Traveling, Motorcycles.