
Daniel svensson

Website: danielsvenssonsound.com

Education:

Framnäs folkhögskola

music and sound design for games
2021-2022 (musik och ljudskapande för spel.)
At Framnäs I worked with: music composition.
Music theory. adaptiv music using FMOD.
sound design. Game and game music history.
a quick course in C# and Unity.

Östra Grevie folkhögskola

virtual composition and sound design
2022-2024 (virtuell komposition & ljuddesign).
At Östra Grevie I have worked with: sound
design. music composition and theory. sound
and music implementation in FMOD with and
without Unity. Linear sound and music
redesign of gameplay, movie's & videos.
Giving and receiving feedback. collaborations
with The Game Assembly.

Projects:

A Vicious Circus: A collaboration between Östra Grevie and The Game Assembly (TGA). Where one of my classmates and I worked on the sound together. I did a majority of the sound design, all FOMD implementation and a simple adaptive music system. The game is about a little jester who returns to their circus who has been corrupted by an evil fortune teller machine. You as the jester must help your friends and rid the circus of the evil within. A vicious circus is modelled after the game moonlighter

Trailer: <https://youtu.be/g7S3upQJwzM?si=3mWpa8bv-gN55ZSH>

Spite: The False God: A second collaboration with TGA. The plan was as before to work with another classmate on the project. However I ended up doing pretty much all the sound design and music due to problems outside my classmate's control. In spite: the false god you play as a forgotten god of the aztec. Where the humans who used to worship you, started to worship an entity from the underworld who later betrays the humans. You must now enter the mortal realm and rid your temple of the entity's corruption. Spite: The False God is modelled after the game diablo III.

Trailer: https://youtu.be/y3NM-Zep_Dk?si=aPaYCaLISGVUg0S1



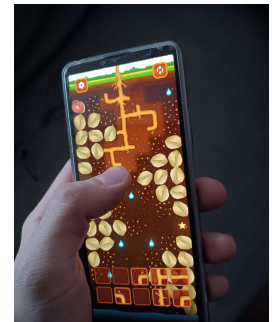
Slumberland: my third project with TGA all sound, music and FMOD integration done by me. In slumberland you use your flying umbrella to traverse through Slumberland and repair the protective baby mobile so that you and the other inhabitants may sleep again.

Slumberland is model after the game Jack And Daxter

Trailer: <https://youtu.be/r2MCYh5mzWE>



Growth Spurt: A mobile puzzle game about growing trees in different biomes. Originally created during a game jam that our team of 6 continued to work on. We created a company to release the game and got nominated for best mobile game at Swedish game awards 2023.



Rolls:

Sound Design, Game Design,
Music, Marketing,
Company President,
Quality Assurance,
Finding Connections.



Instagram: [growthspurtgame](https://www.instagram.com/growthspurtgame)

My teacher Niklas Ström also made multiple games for us to create sound and music for.

All of these projects have helped a lot to further my ability to create quality sound and to think of creative technical solutions to sound implementation/integration problems. I also learnt to communicate and work with other disciplines and people when creating games.

Gaming:

I think that being an avid gamer gives me good knowledge and experience about what makes a game good and common ways to solve problems.

Some of my current favourite games are:
Hollow Knight, Hades, BapBap, Celest,
Slay The Spire, Spiritfarer, Minecraft and D&D
