

BENJAMIN CRONSTEDT

• DETAILS •

Malmö Sweden +46 76 167 62 17 hello@benjaminrosewood.com

SHOWREEL

www.benjaminrosewood.com

• SKILLS •

Reaper

Sounddesign

Orchestral Composition

FMOD

WWISE

• HOBBIES •

Jazz Composition

Shonen Anime

Nintendo Games

PROFILE

I'm a Sound Designer/Composer with 4+ years' experience currently studying at Östra Grevie Folkhögskola. I'm not a stranger to investing long hours to live up to my own standard and will deliver my best work under tough deadlines.

INTERNSHIPS

Assistant Music Producer at Loudnproud

August 2021 — August 2022

Seeing my potential I was taken in by Music Producer Petter Tillberg to work as his Assisting Music Producer. My role involved collaborating on marketing campaigns for esteemed clients, including Riot Games and Hyper X, enhancing my skills in creating impactful audio. This experience has honed my ability to deliver professional and versatile Music Production/Sound Design.

⇒ EDUCATION

Virtual composition/Sound Design, Östra Grevie Folkhögskola

August 2022 — Present

At Östra Grevie, I acquired classical orchestration techniques applicable across musical genres. This knowledge, coupled with ongoing studies in audio implementation, enriches my comprehensive understanding of audio. During this time, I have also gained a deep understanding as well as a keen interest in REAPER, FMOD, and WWISE.

Songwriting/Leadership, Rytmus, Malmö

August 2019 — June 2022

At Rytmus, I developed an advanced understanding of musical composition, harmony, rhythm, and structure, forming a strong foundation in music creation. Mastering instruments such as Piano, Bass, and Guitar has broadened my musical skills, enabling a nuanced approach to my compositions. These experiences crafted me into a versatile musician, blending theoretical knowledge with practical expertise. This created the foundation that led me become a music producer.

REFERENCES

References available upon request