


JOSÉ RAMÓN "BIBIKI" GARCÍA

COMPOSER AND SOUND DESIGNER

bibikigarcia@gmail.com 

bibikigarcia.com 

linktr.ee/bibikigarcia 

SKILLS

Music composing
Sound design
Music and sound recording
Composing for media
Orchestral composing
Contemporary music composing
Instrument player (guitar, electric guitar, bass, guitalele, ukulele, synths, etc.)
Procedural audio creation
Mixing and mastering
Music arrangements

SOFTWARE

REAPER
FMOD
Wwise
Dórico
Sibelius
Notion
Google Spreadsheets
Max/MSP
Unity
Unreal Engine

ADDITIONAL

Game design
Task and documentation management
Testing

AWARDS

2019 - Basque Country - Orfeón Donostiarra Award for the research: "Music composition for videogames: an approximation from an indie composer's perspective."

2019 - Global Game Jam 2019 organized by GameJam.es - Best Audio.

2016 - MálagaJam - Best Sound Field Award.

EDUCATION

- Music composition for media - Master Degree - 2018-2019

@ Katarina Gurska - Madrid, Spain

- Music composition - Bachelor - 2016-2018

@ Musikene - Basque Country Conservatory, Spain

- Music composition - Bachelor - 2014-2016

@ Malaga's music conservatory, Spain

PROFILE

I am a composer and sound designer from Spain with over 6 years of experience in game audio in various roles (composer, sound designer and both at the same time). I've worked on more than 60 games for the past years.

WORK EXPERIENCE

Most representative works:

Alex Kidd In Miracle World DX

Merge Games - SEGA | 2021

Responsible for making all the audio of the game, a remake of a successful game of the 80s.

- Leading the game into a new aesthetic with retro reminiscences.
- Creating new tracks as well as making arrangements for the old ones.
- Creating two different soundtracks: one in modern style and one in retro style. Both being able to work together in sync.
- Making all the sound effects for the game, in both modern and retro style.
- Designing new instruments to fit the new aesthetic vision.
- Recording sessions, mixing and mastering.
- Miscellaneous Unity work with game objects, audio sources and audio mixers.

MicroTown

Snowy Ash Games | 2020

Responsible for making the soundtrack of a village construction and management simulator.

- Setting a relaxing-medieval mood for the game.
- Entire soundtrack recorded in live using ukuleles, guitars, tambourines, melodicas and more.

Dixit World

Tempete Studio | 2020

Responsible for making all the audio of the game, a mobile version of the successful board game Dixit.

- Blending of live instruments and virtual instruments in order to achieve some magical feeling.
- Audio optimization for mobile.

Tamiku

Josyan | 2020

Responsible for making the soundtrack for this retro-arcade game inspired by the 80s.

- Creating an entire soundtrack in retro style.
- Made entirely with an emulation of RP2A07 chip, used in consoles like NES.
- Made music arrangements in NES style, taking in mind many of the limitations of the original hardware.

INTERESTS

Game Jams | Music jamming | Sports | Traveling | Board games