

CV

PROFILE

Creating audio for video games and films is my passion. Backed up with a college degree in 3D Animation, a postgraduate diploma in Sound Design and 2 years working in the video game and film industry in Montreal, Canada, while understanding the process of sound creation from scratch and having an extremely tuned attention to detail mind and objective-oriented personality.



PERSONAL INFORMATION

Name: Saúl Eduardo Solís Barrera
Place of birth: Monterrey, México.
Date of birth: July 3rd, 1989.
Address: Paseo de la Reforma 6319, Satélite
Marital Status: Single
Cellphone: (+52) 8123-192-610
Email: ed_saul54@hotmail.com
Website: www.saulsolis.com

AREAS OF EXPERTISE

Sound Design - Foley, Dialogue and ADR Recording
Boom Operation - Production Sound Mixing
Post-Production - Mixing and Mastering
Localization Quality Assurance for Video Games
Translation and Transcription
Music Production and Video Editing

ACADEMIC FORMATION

Sound Design for Visual Media
Vancouver Film School – Vancouver, Canada
July 2012 – July 2013

Animation and Digital Art
Specialty on Animation and Visual Effects
Tecnologico de Monterrey, Monterrey Campus
August 2007 – December 2011

PROFESSIONAL EXPERIENCE

Hugmonster Sound - January 2020 - present

Foley Artist

Responsible of recreating the Foley that is added to film, video, and other mediums in post-production to enhance the audio quality from the different productions that came through the studio.

Missouri, United States

Obsidian Sound Temple - August 2017 - present

Sound Supervisor / Music Producer

Sound design, dubbing and Foley recording studio based in Monterrey, México. Recording, editing, mixing and mastering sound and musical arrangements from scratch with a fully equipped control room, live room and Foley room.

Monterrey, México

Tecnológico de Monterrey - January 2018 - present

Mentor

Bringing guidance and support to students that are about to graduate through online and direct meetings, offering knowledge and experience to orient them by monitoring their Career and Life Plans and helping them identify their strengths and competences by making their transition to the professional world easier.

Monterrey, México

Deluxe Media - May 2016 - July 2018

Closed Caption Specialist

Responsible of transcribing the Latin American audio to closed captions for the different productions that come through the company, including dialogue, sound cues and music cues.

Montreal, Canada

Enzyme Testing Labs - May 2015 - July 2016

Localization Quality Assurance

Responsible for ensuring the accuracy and quality of the localization in Latin American Spanish of various AAA Video Game from companies such as Ubisoft, Warner and Disney.

Montreal, Canada

Timeline Audio - February 2015 - July 2016

Foley Artist / Sound Designer

Recreating all the Foley from the different productions that come through the studio, which is the reproduction of everyday sound effects that are added to film, video, and other mediums in post-production to enhance audio quality.

Montreal, Canada

PROJECTS

TV Series

The VeggieTales Show - NBC

Universal (2020)

Foley Artist

Hugmonster Sound

Superbook - CBN (2020)

Foley Artist

Hugmonster Sound

Black Ice - (2016)

Foley Artist

Timeline Audio

Films

All Gone Wrong - Lone Morsel

Productions (2020)

Foley Artist

Hugmonster Sound

Monsters - Yan Productions (2018)

Foley Artist

Obsidian Sound Temple

Pandemic - XLrator Media (2016)

Foley Artist

Timeline Audio