

# VASCO HOOIVELD

✉ [vascod.hooiveld@gmail.com](mailto:vascod.hooiveld@gmail.com)

🏠 Located in Breda,  
The Netherlands

## ABOUT ME

With over five years of experience in game development and music production, and a degree in programming, I create immersive audio experiences by blending technical skills with creative expertise.

## EXPERIENCE



### Audio Designer

Skunx Studios – Feb 2025 to Present | On-site

- Leading all in-game audio design for an upcoming game project
- Implementing audio via FMOD and Unreal Engine
- Designing immersive SFX, ambiences, and adaptive music systems
- Creating original sound assets for an in-house Escape Room
- Sound Designing for Skunx YouTube channel

### Audio Designer

Sicaria | Breda University of Applied Sciences

- Designed and implemented all game audio using Wwise and Unreal Blueprint/C++
- Composed the entire original soundtrack, tailored to stealth gameplay and narrative pacing
- Created stealth-focused soundscapes to support tension, atmosphere, and player feedback
- Recorded, edited, and integrated studio and field recordings

## EDUCATION



### Breda University of Applied Sciences

Bachelor of Science – Game Design & Production  
Sep 2021 – Jul 2025

### Howest – Digital Arts and Entertainment

Bachelor Exchange – Game Sound Integration  
Sep 2024 – Jan 2025

### ROC Ter AA

MBO Level 4 – Computer Software and Media Applications  
Sep 2018 – Jul 2021



## SKILLS

- Audio Middleware
- Sound Design
- Unreal Engine
- Programming
- Music Composition

## PORTFOLIO

[www.AudioByVasco.com](http://www.AudioByVasco.com)

## INTERESTS

- Music Production
- Programming
- Video Games
- Bodybuilding
- Technology
- Traveling

## LANGUAGES

- Dutch (Native Tongue)
- English (Full Proficiency)