

OLIVER MOYA BUENO

Music Composer

ABOUT

- Over 10 years of experience in music production for video games and short films, using industry-leading tools.
- Creative, methodical and detail-oriented personality, with ease in strategic thinking, communication and teamwork.
- Participation in tens of game jams over the last ten years.
- Languages: Spanish (Native) - English: B2 (EF Set, 2024), B1 (Cambridge, 2017).

EDUCATION

- Advanced Sound Technician for audiovisuals and shows (CESUR, 2013).
- Advanced Degree in Music (Advanced Music Conservatory of Málaga, 2010).

SKILLS

Music Composition, Sound Recording, Audio Edition, Audio Mixing, Audio Postproduction, Reaper, Native Instruments, Spectrasonics, Arturia, UJAM, Waves, Liquidsonics...

EXPERIENCE

- 2014-Currently - Olimobu | Music & Sound: Music Producer and Sound Designer- Compose and arrange music.- Design sound effects (with synths or foley). - Record, Mix and Master. - Own projects and commissions.
- 2020-2022 - Mindiff Technology: Sound Designer and Music Producer for the video game "The Immortal Mystics".- Create sounds from scratch or from libraries for characters, environments and other elements of a MOBA game.- Create some music tracks from scratch with virtual instrument libraries as well as mix and master them.
- 2017 - Tale Studios: Composer and sound designer for the video game "Breaking Fast", a 2D racing game with breakfast elements reminiscent of the 16-bit era. For sale on Steam.
- 2017 - Best Sound Award (Granada Jam).- Composer and Sound Designer for the game "Burguer Master".
- 2015 - Best Sound Award (Málaga Jam).- Composer and Sound Designer for the game "Panspermia".
- 2011 - "Dark Ocean".- Composer and sound designer for a 3D survival horror project by a group of students of the Master in Design and Creation of Videogames of the Pompeu Fabra University of Barcelona. This project got the 'Greenlight' from the Steam community.

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MUSIC SAMPLES

Some music samples in different styles from different projects:

- Orchestral (2024): <https://olivermoyabueno.bandcamp.com/track/los-guerreros-ca-dos>
- Hybrid (2024): <https://olivermoyabueno.bandcamp.com/track/un-mundo-extra-o-pero-familiar>
- Synths (2016): <https://olivermoyabueno.bandcamp.com/track/music-ingame-14>
- Piano (2021): <https://olivermoyabueno.bandcamp.com/track/ost-pajarito>
- Lo-fi (2018): <https://olivermoyabueno.bandcamp.com/album/ost-selfportrait>
- Oriental (2017): <https://olivermoyabueno.bandcamp.com/album/ost-sushi-time>
- Jazzy (2016): <https://olivermoyabueno.bandcamp.com/album/ost-breaded-brothers>
- 16 bits (2017): <https://olivermoyabueno.bandcamp.com/track/music-picnic>
- 8 bits (2016): <https://olivermoyabueno.bandcamp.com/album/ost-guacamole-galaxy-wars>