

JOSÉ RAMÓN "BIBIKI" GARCÍA

COMPOSER AND SOUND DESIGNER

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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, cajón, etc.)
Procedural audio creation
Mixing and mastering
Music arrangements

SOFTWARE

REAPER
FMOD
Wwise
Dórico
Sibelius
Notion
Google Spreadsheets
Max/MSP
Unity
Unreal Engine
Love2D

ADDITIONAL

Game design
Task and documentation management
Testing

AWARDS

2024 – Nominated for Best Music at NYGA
2019 – Basque Country – Orfeón Donostiarra
Award for the research: "Music composition for videogames: an aproximation 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 10 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:

Arco

Panic | 2024

Responsible for making all the audio of the game, a new ip with a unique simultaneous combat system.

- Leading game's audio into a new aesthetic blending different styles.
- Being in charge of playing and comissioning audio recordings.
- Recording sessions, mixing and mastering.
- Almost 100% of the audio are "real-live" recordings, from music to foley/sound design.
- Handle a big amount of music and sounds: over 2k audio files.
- Implementation and audio systems in Love2D using LUA.
- Creation of songs, including the lyrics.

Citadelum

Abylight Studios | 2024

Responsible for the soundtrack of the game in a roman-like style.

- Worked under an audio director following all guidelines.
- Live recordings of different instruments like guitalele or small percussion.
- Learnt new style -ancient roman music- to be able to do the job.
- Worked with linear and non-linear music.
- Mixed and mastered virtual orchestral sessions to make them sound as real as possible.

Alex Kidd In Miracle World DX

Merge Games – SEGA | 2021

Responsible for making all the audio of the game, a remake of a succesful 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.

INTERESTS

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