

Education

- 2017 – 2021 **Sonic College, University College South Denmark**
Bachelors' degree in Media and Sonic Communication (sound design) at Sonic College. I've worked in a variety of media, including video games, film, podcasts, commercials and music, with roles such as sound design, comprising audio recording & editing, field work, voice-over & binaural recordings. I've also worked with composing, mixing & mastering. Furthermore, I've gained experience in basic programming, specifically C#, and have had courses in project management.
- 2013 – 2016 **General Upper Secondary School (STX)** at Rysensteen Gymnasium
My main subjects were Music, English and Social Studies.
Diploma in Global Citizenship Programme.

Work experience

- 2012 – now **Music composer and producer**
I've been producing and releasing music for several years, collaborating with different artists across many genres as well as mixing and mastering different projects.
- 2011 – now **DJ**
I've been a DJ at corporate parties, private parties and weddings since 2011, giving me a lot of experience working with clients as well as improvising in a live performance and adapting dynamically to an audience.
- 2016 – 2017 **Gyldendal** publisher – digital assistant
Working as a digital assistant gave me a basic understanding of HTML, CSS and XML.
- 2015 – 2016 **Swush** sport games developer – office assistant
- 2012 – 2015 **Brønshøj Library** – librarian assistant
- 2012 – 2013 **Imperiet** graphic studio -- student assistant
- 2010 – 2011 **Thanning & Appel** publisher – student assistant

Freelance and work-related

- 2020 **The Artificial Condition**, animated short film made in Unity – composer, sound designer, mix & master.
I composed the music, created the sound design and mixed and mastered the film for a 7.1 surround cinema release, together with my fellow student Kristina Andersen, for this short film created by The Animation Workshop, VIA as their final bachelor's project. I worked with a team of six students, including a director, CG artists and animators. The film is premiering at a short film festival next year.
- 2019 **Ricochet**, GMTK Game Jam – composer, mix & master.
Ricochet is a spaghetti western-inspired puzzle platformer made with Trensient & UndefinedInstance, for the GMTK game jam, which ran from August 2nd to August 4th 2019. The objective is: One bullet to clear the room - make it count. Composing the soundtrack in such a short span of time forced me to come up with ideas quickly and honed my skills in time management.
- 2019 **Egress**, My First Game Jam Summer 2019 - composer, mix & master
Egress is a visual sci-fi novel made in collaboration with Double H and Mintbiscuits about understanding the meaning of reality. Made for the 1-week long game jam "My First Game Jam Summer 2019". I composed three distinct musical themes for the game, capturing the changing mood throughout the story.
- 2019 Currently working on the sound design and music for a game project titled **"Wutang In Japan"** a first person ultra-violent cartoon shooter set in Japan.



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Primary tools and software
Studio One (My primary DAW)

Ableton Live, Pro Tools, Logic Pro X (I use these DAWs for specific purposes)

FMOD Studio (My primary middleware software, for implementing audio in game engines)

Unity (Learned along with a basic understanding of C# and used in various projects)

Intermediate knowledge in
Wwise, Photoshop and Illustrator

Language

Danish – first language
English – fluent