

## 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. [Sonic College Website](#)
- 2013 – 2016 **General Upper Secondary School** (STX) at Rysensteen Gymnasium  
My main subjects were Music, English and Social Studies.  
Diploma in Global Citizenship Programme.



### Anton Diemar Sherar

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Date of birth October. 7th 1996

## Work experience

- 2020 – now **Invisible Walls. Sound designer, music composer, level designer, visual programming**  
I've been working in numerous aspects of the popular game First Class Trouble at Invisible Walls, where I started as an intern. [First Class Trouble](#) is an online social deduction game, with sound and communication at its core, set in a 50's setting and rising in popularity through viral platforms such as Twitch.tv and YouTube.
- 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** book publisher – digital assistant  
Working as a digital assistant gave me a basic understanding of HTML, CSS and XML.
- 2015 – 2016 **Swush** office assistant
- 2012 – 2015 **Brønshøj Library** – librarian assistant
- 2012 – 2013 **Imperiet**, graphic studio – student assistant
- 2010 – 2011 **Thanning & Appel** publisher – student assistant

## Primary tools and software

**Studio One** (My primary DAW)

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

### Audiokinetic Wwise

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

**FMOD Studio** (I've used this middleware for other projects)

**Unreal Engine** (I've worked in Unreal Engine on a daily basis for the past 1½ years, implementing audio and making blueprints for gameplay purposes)

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

Intermediate knowledge in **Photoshop & Illustrator**

## Musical instruments

Piano, guitar, synthesizers

## Language

**Danish** – first language

**English** – fluent

## Freelance and work-related

2021 **Trailer for board game (TBA)** composer, sound designer, mix & master  
I've composed an original soundtrack and produced all the sounds for a trailer for an upcoming crowdfunded board game.

2020 – now **First Class Trouble** - Sound designer, music composer, level designer, visual programming  
I've worked on First Class Trouble since I started as an intern in January 2020, where I've been primarily doing Sound Design and implementation in Unreal Engine through the Audiokinetic Wwise middleware solution. Besides designing and implementing various sound effects and music compositions, I have also assisted with several gameplay and design tasks, primarily through the Blueprint Visual Scripting system in Unreal Engine.

Some of the mechanics I've developed are:

- Emergency Audio System (Realtime audio system that reacts to turbulence in the ship)
- Footstep Audio System (As part of my Bachelor's Thesis I wrote, for which I received a B in my graduate's exam – [can be read here](#))
- Vruumba Controls, Vruumba Games

Apart from programming tasks, I've helped with designing our levels and setting up audio and reverb zones.

Finally, I've been a part of the development and launch of a rapidly increasing popular game with a fanbase that extends all over the world, and with some of the biggest streamers and content creators promoting and playing the game. [First Class Trouble Website](#)

2019 – now **RAVN – songwriter and producer**  
In the fall of 2019 I founded the band RAVN with the singer Laura Ritsmar. RAVN has been playing concerts and releasing songs ever since, and is one of my creative outlets.

[RAVN Facebook](#)

[RAVN Instagram](#)

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 premiered at a short film festival in January 2020. [The Artificial Condition](#)

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.



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