

Hi,

Over the years, I have worked as a musician, music producer, and composer. Four years ago, I decided to further challenge myself by starting studies in music composition and game development at Skövde University in Sweden. The goal was to expand my knowledge in music and combine two of my main interests: video games and music composition. I soon discovered the joy of composing music from an interactive perspective. My curiosity in game development has since grown, especially within the fields of music and sound design. This curiosity has brought me closer to exploring music composition and sound design; merging these elements and implementing them in games to enhance the gaming experience and narrative. In my opinion, the key to composing music for games is to blur the boundaries between music and sound design and create seamless and adaptive music to immerse players more deeply in the gaming activity. This way of composing has become a passion for me and is something I constantly want to explore further, especially after three years of studying. My education also sparked a strong interest in programming and using programming creatively in various artistic projects. This interest is reflected in my frequent creation of interactive environments where my compositions interact with different visual elements, expressing fundamental ideas or issues from societal or cultural contexts.

I am a hardworking and positive individual who approaches assignments with passion, curiosity, and precision. I value the importance of being a team player; listening attentively to others' opinions and knowledge. I would be thrilled to have the opportunity to be part of your team in the future and look forward to hearing from you.

Best regards,

Calle Candelier