



# Cajsa Larsson

## Music & Sound

[cajsalarsson.com](http://cajsalarsson.com)

[cajsalarsson91@gmail.com](mailto:cajsalarsson91@gmail.com)

+46766280081

---

## Experience

---

### Sharkmob / Sound Designer

2020 - 2022, Malmö

- Responsible for designing and implementing audio & music in Unreal & Wwise
- “Remixing” and “adapting” music assets to fit in the game
- Working closely with programmers to design & implement audio systems

### On the Outskirts / Founder

2019 - Now, Malmö

- A company set up by me and another founder of Forgotten Key to manage IP rights acquired from Forgotten Key

### Ubisoft Massive / Music Designer

2019 - 2020, Malmö

- Responsible for designing and implementing music systems in Snowdrop & Wwise
- Communicating and helping the composer in their daily work
- “Remixing” and “adapting” the composers assets to fit in the game
- Occasional sound design work

### Forgotten Key / Audio Director, Co-founder

2011 - 2019, Karshamn

- Co-founded the studio during studies at Blekinge Institute of Technology.
- Solely responsible for the creation of ingame and marketing music & sound for all projects.
- Implement audio in Wwise and in the Unity editor.
- Showcase our games at events such as GDC and IndieCade Europe. Including press interviews.
- Have been partly responsible for several administration related tasks at the studio such as keeping track of outgoing expenses & receipts, H&R, co-developing business strategies and new game IPs.

---

## Forgotten Key /Board Member

2016 -2019, Karlshamn

- Participated in discussions and decisions regarding the company's current & future endeavors and strategies.

---

## Organisations

---

### Spelplan (Dataspelsbranschen) / Nominating Comiteé

2019 - Now, Stockholm

- Finding and proposing new candidates for the board of Spelplan

### Game Habitat / Board Member

2017 - 2019, Malmö

- Participated in discussions and decisions regarding the organization's current & future endeavors.

---

## Education

---

### Blekinge Institute of Technology/ Digital Audio Production

2010 -2013, Karlshamn

- Graduated with a bachelor's degree in Media Technology in 2013.
- Wrote my thesis on Aesthetic Effectiveness, a method developed by me and Robin Hjelte to develop more cohesive games.

### Mega Musik Gymnasium/ Upper secondary Education (specialized in music)

2007 -2010, Helsingborg

---

## Skills

---

### Audio

- Writing and producing game ready music
- Recording sound effect & music
- Editing sound effects & music
- Mixing sound effects & music
- Designing audio & music systems
- Mastering sound effects & music
- Implementing sound effects & music
- Mixing game's final audio (post-implementation) in middleware
- Playing instruments (guitar, piano, banjo and I also sing)

### Software

- Pro Tools
- Wwise

- Unreal
- Unity
- Snowdrop
- Reaper (basic knowledge)
- Ableton (basic knowledge)

#### Languages

- Swedish
- English
- German (basic knowledge)

---

#### Hobbies

- 
- **Taking care of plants and growing my own vegetables** (*sometimes it gets way out of hand and my apartment more or less looks like a jungle*)
  - **Music** (*I love to play music in my own spare time and I have my own tracks/projects that I work on*)
  - **Cooking** (*I love to cook, especially things that I've never tried before*)
  - **Taking long walks**
  - **Going to the gym**
  - **Playing games of course! :)**

---

#### Awards

- 
- Game Concept Challenge -The Shine of a Star
  - Game Concept Challenge - Blanco
  - Game Concept Challenge - Aer
  - Nominated for Gamescom Indie Awards 2017 - AER Memories of Old
  - Nominated for players choice on SXSW 2017 - AER Memories of Old
  - Indiecade Selection 2016 - AER Memories of Old

**References are available upon request**