KIMBERLY PALSÄTER

SOUND DESIGNER

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PORTFOLIO

KimberlyFaithAudio.com

SOFTWARE SKILLS

- FMOD
- Reaper
- Logic pro X
- iZotope
- VCV rack
- Notepad++

AUDIO SKILLS

- Sound designer
- Implementing
- Studio recording
- Mixing
- VO recording
- Composing
- Foley

LANGUAGES

- English - Native
- Swedish - Native
- Signlanguage - Beginner

INTERESTS

- Gardening
- Embroydery
- Climbing
- Video games
- Painting
- Sewing
- Boardgames

EXPERIENCE

1. **Sound designer & composer (student-project)**
   Game of Gnomes | TGA 2025
   - Implemented, recorded, composed and designed quality sound-effects and music for “The game assembly”

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2. **Sound designer & composer (freelance-project)**
   Megalonom | TGA 2023
   - Recorded voiceovers, foley, composed and designed quality sound-effects and music for “The game assembly”

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3. **Sound designer & composer (freelance-project)**
   Familjefighten 2 | SVT 2025
   - Recorded, composed and designed sound-effect and music for a SVT’s kids show “Familjefighten 2”

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4. **Internship for Niklas Ström (Freelancer 2022)**
   - Learned assignment structuring, rigging up recording setups, build patches on a modular synthesizer and thinking outside of the box to solve creative struggles.

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5. **Slottsträdgårdens café (2022-present)**
   - Server, barista, bartender, dishes, took orders, cleaned.

OTHER SKILLS

1. **Creating my own midi instrument (School project 2025)**
   - Recorded foley, designed, coded (using XML) and edited my own midi instrument on decent sampler using the espresso machine at my weekend job

2. **Swedish Signlanguage**
   - Learning basic signlanguage to improve my comunication skill and service at my weekend job

EDUCATION

1. **Vituell ljud komposition och ljuddesign**
   Skåne | Östra Grevie Folkhögskola 2024 – 2026
   - Sound designing for games
     Interaktivt audio and implementation
     Virtual music composition