



Oskar Karlsson

Mixing engineer, Sound designer/analyst

First Class Honours audiophile with exceptional attention to detail and analytical listening skills with a background in classical percussion.



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Strängnäs - Sweden, Berlin - Germany



www.oskkarlsson.com/

SOFT SKILLS

Critical thinker

Reliable

Work ethic

Creative

Attention to detail

Empathic

Adaptable

Good listener

INTERESTS

Music technology and gear

Sonic worldbuilding

Competitive FPS games

Interactive audio experiences

World history

Table tennis

Motorsports

1990s drum and bass

LANGUAGES

Swedish

Native or Bilingual Proficiency

English

Full Professional Proficiency

EDUCATION

BA (Hons.) Music Production

Bimm Berlin

09/2018 - 06/2021

Berlin

Courses

- Studio Engineering
- Mixing & Arrangement
- Audio Post Production
- Creative Sound Studies
- Sound & Music for Games
- Music & Sound for the Moving Image
- Audio Theory & Acoustics

Nature Science

Thomasgymnasiet (High school)

08/2012 - 06/2015

Strängnäs

TECHNICAL SKILLS

DAW

Fluent in Ableton and trained in Pro Tools, Logic Pro X and Reaper.

Software

Intermediate-level operation of Unity and FMOD. Elementary knowledge of Unreal 4 and its blueprint system. Excellent handling of Izotope and FabFilter plugins.

Hardware

A vast array of experiences working with industry-standard studio equipment, such as mixing consoles, rack equipment and synthesizers.

Recording

Optimal technical and theoretic knowledge of the recording process.

Mixing

Extensive study of mixing according to international loudness standards EBU R128

Game engine

Suitable knowledge of audio implementation in Unity, and via FMOD

PERSONAL PROJECTS

Bachelor thesis "A Psychological and Technological Exploration of the Immersive Experience" (11/2020 - 06/2021)

- An intensive study of binaural and ambisonic recording and mixing techniques necessary to sustain an immersive audio experience.

Immersive Environments - an exhibition (06/2020 - 06/2020)

- An octophonic audio-visual exhibition set in Berlin, with the purpose of simulating the soundscape of forests. (youtube link for demo video <https://youtu.be/hzNsUy0sjxo>)

The Explorer: 3D Game Kit for Unity (03/2021 - 05/2021)

- Created, mixed and implemented audio assets for a demo project using standalone Unity.

Mixing/mastering engineer for Heliga Blå (05/2020 - Present)

- Heliga Blå is a pop group from Stockholm

La Laguna (11/2018 - 06/2020)

- Creative directing, recording and mixing for a Berlin-based psychedelic rock band

Kilimanjaro (04/2012 - 08/2018)

- Drummer, and recording engineer for a rock orchestra based in my hometown of Strängnäs

REFERENCES

Lars Östlund - Director of
Percussion

lars.ostlund@strangnas.se

WORK EXPERIENCE

Freelance field recordist, foley artist and sound designer

Self-employed

06/2020 - Present

Berlin/Stockholm

Achievements/Tasks

- ▣ Recording, synthesizing, and post-processing audio assets for private clients using tools such as field recorders, modular synthesizers and DAW softwares.

Producer/creative director and mixing engineer

La Laguna

11/2018 - 06/2021

Berlin

Achievements/Tasks

- ▣ Creative directing, recording and mixing for a Berlin-based psychedelic rock band

Freelance mixing and mastering engineer

Self-employed

01/2019 - Present

Berlin/Stockholm

Achievements/Tasks

- ▣ Synthesis, recording, mixing and mastering for Berlin and Stockholm-based artists

Boendestödjare (housing supporter)

LSS, Strängnäs Kommun

02/2017 - Present

Strängnäs

Achievements/Tasks

- ▣ Seasonal part-time commitment as a caregiver at a nursing home for patients with mental and physical disabilities.

CERTIFICATES

Bachelor of Arts with Honours in Music Production at BIMM Institute (University of Sussex)
(09/2018 - 06/2021)

IELTS Academic (05/2018 - 05/2018)

International English Language Testing System, done before moving to Berlin. Average score was 7,5/10

Classical Percussion (2007 - 2015)

Studied classical percussion for Lars Östlund (director of percussion) at Strängnäs Culture School.