

Leon Sandin

Musician And Composer

Gameprojects together with TGA (The Game Assembly)

Myrstig –

Music composition and Ambience.

Echoes In The Murk –

Interactive music composition and implementation in Wwise.

TGA P5 – (Under development)

Work Experience

These Go To 11, Södermalm/Stockholm – *Retail*

November 2023 - Current

Working retail really gives you perspective on other people's needs. It helped me solve issues I myself would have never had. Especially in a nerdy music store where weird effects and crazy expensive guitars is the main focus.

Stigbergets Fot, Södermalm/Stockholm – *Service/Bar/Runner*

August 2022 - April 2024

To work in a bar is hard work. I really learnt the essence of “there is always something to do”. Dealing with people, especially under the influence, really tests your patience and helped me learn how to deal with stressful situations.

Freelance Musician, Stockholm –

Guitarist/Producer/Songwriter

Education

Audio Production Academy, Game Audio Production And Sound Design

August 2024 - June 2026 (Current)

Composition, Arrangement, Mixing, Collaboration, Marketing, Implementation for games.

Softwares I have experience with

Logic Pro X

Reaper

Ableton

Wwise

Fmod

Unreal Engine

Contact

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