

Danny Castro

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[Website](#) | [Sound Design Reel](#) | [LinkedIn](#) | [YouTube Channel](#)

EDUCATION

Berklee College of Music — Boston, Massachusetts

Expected May 2027

- Bachelor of Music in Game and Interactive Media Scoring, Electronic Production and Design
 - Minor in Creative Coding — Concentration in Audio Implementation and Technology
 - Specialisation in Sound Design for Video Games

Instituto Nacional De La Música — Costa Rica

2022

Golden Valley School — Costa Rica

2021

- Graduated High School Valedictorian with a GPA of 99.98

Notable Awards

- Recipient of the 2025 Electronic Arts “Charting Change” Scholarship and Mentorship
- Recipient of the 2026 Berklee College of Music Video Game Scoring Award
- Berklee College of Music Dean’s List for 8 semesters

EXPERIENCE

Sound Design

- Function Junction — Indie Game 2026 - Present
- [Crimson Capes](#) — Poor Locke Studio 2025 - 2026
- [The Unrealtor](#) — Homestyle Interactive 2025 - 2026
- [Bassassin](#) — Indie Game 2026
- [Code-O-Ban](#) — Indie Game 2025
- [Unchained: Tale of Enra](#) — Box Garden Games 2024 - 2025
- [Echoes of Memory](#) — Indie Game 2024
- [Kooky Kritters](#) — Indie Game 2024

Audio Implementation

- [The Ski Lodge Murder](#) — Serious Point Games 2025 - Present
 - Wwise, C# Unity, JUCE, Csound
- [Cozy Chessu](#) — All In Tactics 2026
 - UE5 Blueprints and Metasounds
- [The Unrealtor](#) — Homestyle Interactive 2025 - 2026
 - FMOD, C# Unity, JUCE
- [Unchained: Tale of Enra](#) — Box Garden Games 2024 - 2025, 2026
 - FMOD, C# Unity, JUCE
- [Echoes of Memory](#) — Indie Game 2024
 - Unity C#
- [Kooky Kritters](#) — Indie Game 2024
 - Unity C#

Composition

- [CaliGO!](#) — Indie Game 2026
- [What’s Wrong With Me](#) — Indie Game 2025
- [Witching Hour](#) — Indie Game 2024

Audio Leadership

- [CaliGO!](#) — Indie Game 2026
- [The Unrealtor](#) — Homestyle Interactive 2025 - 2026
- Two of A Kind — Indie Game 2025
- [Unchained: Tale of Enra](#) — Box Garden Games 2024 - 2025

- [Echoes of Memory](#) — Indie Game

2024

Post-Production

- Freelance Audio Editor
 - RX processing
 - Dialogue cleanup and balancing
 - Cleaning up audio files for sound libraries
 - Mixing and mastering for videogames

2023 - Present

Projects

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- | | |
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| <ul style="list-style-type: none"> • <i>santalucia</i> — currently in development <ul style="list-style-type: none"> ◦ Independent debut album under artist name santalucia ◦ Immersive compositions for binaural and channel based surround systems | 2026 - present |
| <ul style="list-style-type: none"> • CsoundUnity spatial audio tools | 2026 - present |
| <ul style="list-style-type: none"> • WAAPI tools for file organisation and spatial audio processing <ul style="list-style-type: none"> ◦ Proprietary plugins for Serious Point Games ◦ Independent development of Wwise tools | 2025 - present |
| <ul style="list-style-type: none"> • Csound DSPs for audio and music processing (C) | 2025 - Present |
| <ul style="list-style-type: none"> • JUCE DSPs for audio and music processing (C++) | 2025 - Present |

SKILLS

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- Languages:
 - Spanish (Native), English (Native), German (C1), Portuguese (B2)
 - Programming:
 - C#, C, C++, UE5 Blueprints, JavaScript, HTML, SQL, CSS, Max MSP, Supercollider, JUCE, Csound, Python
 - Software and Engines:
 - Reaper, Pro Tools, Ableton Live, Nuendo, Logic Pro, Cubase, Bitwig Studio, FL Studio, Adobe Audition
 - Wwise, FMOD, Unreal Engine, Unity, Godot, Twine, GitHub, Perforce
 - Others:
 - Dorico, Finale, Sibelius, Musecore 3, Musecore 4
 - DaVinci Resolve, Adobe Photoshop, GIMP, Microsoft Office, Google Apps