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www.blackcloakproductions.com

Composer and Sound Sorcerer! With a bag full of tricks including music performances, studio wizardry, film, stage, podcasts, and video-game magic – you name it, I've probably made music and sound to them.



Experience

BLACK CLOAK PRODUCTIONS

Founder / Composer & Sound Designer

Oslo, Norway - 2018 - Present
San Francisco, California - 2012 - 2018

Self-employed company for handling all work related to freelancer work as a Composer and Sound Designer for Short and Feature Films, Video-Games, Advertising, Podcasts and Virtual Reality (VR).

GAIN (GAME AUDIO IN NORWAY)

Co-Founder & Chair of the Board

Oslo, Norway - 2021 - Present

Co-Founder and Chair of the board for Game Audio in Norway Labour Union. Responsible for main decisions and Game Audio Conference in Oslo (GACO) - www.gainorway.com

NORDIC LYNX AS

Co-Founder & Outreach Director

Oslo, Norway - 2026 - Present

Co-founder and Outreach director for the record label for game composers and songwriters. Though not working on a daily-basis, Theo's work is on a need basis, connecting composers and game studios to achieve a collaboration in releasing and collecting royalties from game soundtrack albums

SNOWCASTLE GAMES / SNOWCASTLE AUDIOLABS

Audio Director & Composer

Oslo, Norway - 2023 - April 2026

Head of Audio department and new division Snowcastle AudioLabs, which started in 2023. Fully responsible for composing, designing and implementing Music, Sounds and Voice Over into all Snowcastle projects, as well as managing an internal team of three people and a roster of contractors of up to ten professionals of various audio specialties. When starting Snowcastle AudioLabs, the position also entailed building a certified in Dolby Atmos audio studio for games and a live-room for music, foley and voice over recording; mixing music and games in Dolby Atmos; business development and network expansion

Currently, Theo is on his notice period from Snowcastle Games, which ends in the end of April 2026.

Audio Lead & Composer

Oslo, Norway - 2020 - 2023

Lead of Audio department and fully responsible for composing, designing and implementing Music, Sounds and Voice Over into Snowcastle projects, as well as managing an internal team of three people.

KRISTIANIA & NORD UNIVERSITET

Guest Lecturer

Oslo, Norway - 2019 - Present

Responsible for the Game Audio Classes and managing Workshops and Projects for Students. Classes in Unity, Unreal, FMOD and Wwise Certification101

QUARANTINE OPERA

Score Mixer / COO

Oslo, Norway - 2020

Mixing of Opera Songs by Musicians all over the world and support on production. Quarantine-Opera.com

SOMATONE INTERACTIVE

Composer & Sound Designer (Remote)

Oslo, Norway - 2018 - 2020

Creating Music and Sound Design for over 15 Games and VR. FMOD, Wwise, Unity and Unreal Implementation Specialist.

STRAWBERRY HILL MUSIC / STRAWBERRY HILL PRODUCTIONS

General Manager / Audio Designer (Remote)

Oslo, Norway - 2018 - 2020

Remote freelancer managing podcasts and companies, from invoicing, budgets and social media management.

Audio Director / Composer / Orchestrator

Novato, California - 2016 - 2017

Studio management and vision for music and sound work for films and games.

Studio Manager / Composer / Orchestrator

Novato, California - 2014 - 2016

Overseeing all studio operations such as recording, editing and mixing. Managing teams, coaching and directing artist
Managing social media; Worked on compositions, orchestrations and sound design.

Education & Certifications

BACHELOR OF FINE ARTS IN MUSIC & SOUND FOR VISUAL MEDIA

2011 - 2016

Academy of Art University (Cum Laude)

San Francisco, CA

BACHELOR OF MUSIC IN ORCHESTRAL CONDUCTING

2007 - 2010

Federal University of Rio de Janeiro (UFRJ) - Transferred

Rio de Janeiro, Brazil

WWISE CERTIFICATION

2020

Wwise 101 / Wwise 110 / Wwise 135

Awards & Nominations

GAME AUDIO NETWORK GUILD (G.A.N.G.) AWARDS

2025

Best Sound Design of an Indie Game - "Ikonei Island: an Earthlock Adventure" (Nominated)

GAME AWARDS FUTURE CLASS

2023

Nominated to the Cohort

SPILLPRISEN (NORWEGIAN GAME AWARDS)

2024

Game of the Year (Won) / Best Audio (Nominated)

GAME AUDIO NETWORK GUILD (G.A.N.G.) AWARDS

2019

Best Sound Design of a Social Game - "Wild Beyond" (Nominated)

Personal Skills

DEPARTMENT LEADERSHIP
TEAM MANAGEMENT
CONFIDENCE
COLLABORATIVE TEAMWORK
TROUBLESHOOTING & OPTIMIZATION
COMMUNICATION
ADAPTABILITY
TEAM EFFICIENCY
CONFIDENTIALITY

Technical Skills

PRODUCTION
COMPOSITION
SOUND DESIGN
ORCHESTRATION
AUDIO IMPLEMENTATION
MUSIC DESIGN
SYSTEMS DESIGN
AUDIO RECORDING
VOICE-OVER DESIGN
MUSIC THEORY
MUSIC TRANSCRIPTION
AUDIO ENGINEERING
FOLEY RECORDING
ORCHESTRA CONDUCTING
MIXING
MASTERING
BLUEPRINT/METASOUNDS
MUSIC GAMEPLAY DESIGN

Software

Unreal Engine: Blueprint / Metasounds / Audio Modulation
Unity 3D: Unity Audio Native / Middleware Integration
Middleware: FMOD / Wwise / Elias
Project Management (AGILE): Asana / JIRA / Click-Up
Communication: Slack / Discord
DAWs: Pro Tools / Logic / Reaper / Cubase / Ableton
Video Editing: Premiere / Davinci Resolve / Avid

Sample Libraries: Vienna / Kontakt
Score Editors: Dorico / Sibelius / Finale
General: MS Office / G-Suite / Mac Office
Sound Libraries: Soundly, Soundforge
Graphics: Photoshop, Canva
Video Conferencing: Zoom, Meet, Teams
Cloud Storage: Box, Dropbox, Drive

Languages

PORTUGUESE (mother-tongue)
ENGLISH (fluent)
NORWEGIAN (fluent)
SPANISH (intermediate)

REFERENCES GIVEN WHEN REQUESTED