



NICLAS HEDLUND

Sound Designer

CONTACT

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- Stockholm, Sweden

EDUCATION

Game Audio Producer & Sound Designer

Audio Production Academy, Sweden

2024 - 2026

B.Sc. in Game Development - Sound Design for Games

University of Skövde, Sweden

2019 - 2022

SKILLS

- Middleware
- FMOD
- Wwise
- Game Engines
- Unity
- Unreal Engine 5
- Godot
- DAW
- Reaper

LANGUAGE

Swedish

English

PROFILE

Sound Designer specialized in Game Audio, *implementation* and *Middleware*. Creative, detail oriented and always eager to learn new tools and workflows. Strong background in both solo work and collaboration with multidisciplinary teams.

EXPERIENCE

GAMES

2025

Fika Frenzy - TGA Collab

Sound Designer

- Created voice-over for the cinnamon bun character ("Bullen").
- Designed footsteps, explosions, most destructible object sounds, and UI sounds.
- Produced ambience for the indoor levels.

2024

Strings of Freedom - TGA Collab

Sound Designer

- Responsible for player-related sounds: attacks, jumps, wall jumps.
- Designed enemy attack sounds and dialogue SFX.

Professional Experience

2017

Chef - Stena Line (2024)

- Fast-paced teamwork in a multicultural environment.

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2024

- Completed Basic Safety training (fire safety and smoke diving).

Kitchen Assistant - Hotell Billinge (2023)

- Team-oriented work, focus on efficiency and structure.

Order Clerk - Skövde Hospital (2022)

- Managed food orders and logistics, accuracy and reliability under deadlines.

Warehouse Worker - Arena Personal (2017-2018)

Forklift driving (license A+B), goods handling and inventory.