

Isak Daun

Sound Designer



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[Portfolio](#)

About

My name is Isak Daun. I'm a sound designer currently studying Game Audio Production & Sound Design at AP-academy in Stockholm. I've been a passionate gamer and producer for most of my life.

Skills

DAW - Reaper and Logic Pro X

Middleware - Wwise and Fmod

Unity & Unreal Engine integration

Other - Vital, Kontakt, Soundly, Strata

Instruments - Guitar, bass, keys, vocals

Work experience

June 2024 - Sound Designer for the game Lock 'n Loadout. A FPS PvP made in collaboration with The Game Assembly in Stockholm. I made the weapons shown in my portfolio.

Current - December 2024 - Sound Designer for a ARGP also in collaboration with The Game Assembly in Stockholm

2020 - Current - Music producer through my own company. I've produced and released several EPs and singles.

Other work

Botkyrka kommun. Socialpsykiatri, Vård- och
Stödsamordnare

2014-2016

Järfälla kommun, Barnenheten, Utredare.

2016-2018

Stockholm Stad, Äldreförvaltningen,

Jourhandläggare

2022-ongoing (weekends and nights)

Education

AP-Academy - Game Audio Production &
Sound Design 2023-2025

Södra Stockholms Folkhögskola -
Projektverkstan 2022- 2023

Ågesta Folkhögskola yrkeslinje - Digital
musikproduktion 2021 - 2022

Jazz, pop & rock historia, Stockholms
Universitet 2020-2021 (kurs)

Gitarr II, Linnéuniversitetet 2020-2021 (kurs)

Kulturama singer-songwriter (Vux), Stockholm
2018-2020

Socialhögskolan, Stockholms universitet
2012-2016

Languages

Swedish - First language

English - 2nd language

References

Andrea Jean Roda - Head of Game Audio &
Sound Design at AP-Academy

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