


Dennis Qvarfordt Hammarlind Sound Designer

 dennisqh.com  dennisqvha@gmail.com  +46709625064  [LinkedIn/DennisQH](https://www.linkedin.com/in/DennisQH)

EDUCATION

Virtual Composition and Sound Design Östra Grevie Folkhögskola

Malmö, Sweden | 2024 - Present

Bachelor Music and Mediaproductioin Royal College of Music

Stockholm, Sweden | 2018 - 2021

SKILLS

Audio

- Sound design
- Studio recording
- Foley
- Mixing
- Implementation
- VO recording
- Live mixing

Software

- Reaper, Logic Pro X
- Wwise, Fmod, Elias
- iZotope RX
- Unity, Unreal Engine
- DecentSampler
- VCV Rack
- Pure Data
- FabFilter, SoundToys, Kilohearts

Other

- Adobe Suite, DaVinci Resolve, OBS, Qlab, Crestron, Lift Truck.

Languages

- Swedish - native
- English - fluent
- Spanish - basic
- HTML, CSS, XML

Socials

[Airwiggles/DennisQH](#)

[Globalgamejam/DennisQH](#)

PROJECTS

Bond (Freelance) | Gustav Almström 2024

Game released on Steam, iOS and Android

Recorded and designed sound effects and music for all of the game. Did all of the implementation using a txt file as editor.

The Blackwood Project (Freelance) | The Game Assembly 2025

Student project #8: Isometric atmospheric action game made by Vrak

Recorded foley, ambiences and vocalized creature sounds. Designed sound effects with a mix of recordings and Soundly. Implemented audio and built an interactive room tone + ambience system using Fmod. Planned meetings with audio programmers.

O.S.T (School project) | The Game Assembly 2025

Student project #4: Isometric adventure rpg

Recorded foley and vocalized creature sounds. Designed all sound effects using recordings and Soundly. Implemented all of the game audio using Fmod.

EXPERIENCE

Sound designer | Freelancer

Malmö, Sweden | August 2022 – Present

Planning creative meetings, moodboards, field/studio recording, sound design and mixing for both linear and interactive media. Using Reaper, iZotope RX, and various audio plugins. Strong implementation skills in FMOD, integrating smooth music transitions, ambience and sound effects into gameplay.

AV technician | Informationsteknik Scandinavia AB

Malmö, Sweden | January 2023 – August 2024

Delivered full audio, visual, and recording setups for conferences, concerts, and webinars. Managed pre-planning with clients, equipment rigging, live gig, troubleshooting, and post-production editing. Worked with a variety of hardware tech and people.

Content creator (Internship) | Teenage Engineering

Stockholm, Sweden | August 2021 – January 2022

Part of the marketing team building a new recording setups and produce product content. Planned, recorded and edited videos for Computer-1 and PO-80 released on the company's YouTube channel.

Store employee | ICA Älvsjö

Stockholm, Sweden | August 2015 – January 2019 (on and off)

Cashier, grocery stacker, planning orders, helping customers and kept the store clean.