

Ludvig Swedberg

Composer and sound designer for games

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Location Stockholm, Sweden



Skills

- Over 10 years of experience producing music and audio using Reaper, creating custom workflows and scripts
 - Proficiency using Izotope RX, Kilohearts, Soundtoys and Arturia plugins
- 2 years of implementation using Wwise and FMOD into Unreal, Unity and Godot
- 5 years of recording vocals and instruments as well as studio recording of full bands
- 3 years of field recordings and acoustic measurements
- Highly skilled communicator and an experienced team collaborator
 - 3 years of daily client contact as an acoustic consultant
 - 8 years being part of artistic projects ranging from student musical groups to small bands and choirs
- Fluency in many genres and instruments
 - 10+ years in guitar and bass as part of many bands and recording projects
 - 10+ years vocalist in bands, choir and studio recording
 - 6 years programming and playing synthesizers, analog, modular and soft synths
- Ability to analyze and follow references both in music and sound design
- High degree of knowledge of the psychology of sound and how to apply it in game audio

Works

Sang: The Desert Blade

Sound designer

Re-creating the audio identity for the entire game while respecting the legacy content. Assets included melee combat, movement, monsters, ambience and UI elements.

Little Wings Deliveries

Assistant recording engineer, implementation

Recording the OST with a live band. Assisting the implementation process in both Wwise and FMOD due to having to switch middleware halfway through the project.

Stuck (TBA)

Composer

Mobile game, a puzzle ARG set within the hardware of your phone. I compose and produce the entire soundtrack in a duo collaboration.

Higher education

Audio Production Academy
2023-2025

Game Audio Producer and Sound Designer, vocational training course

The course is created in collaboration with the games industry, the students become valuable assets directly after graduation. The course covers music composition, sound design and implementation and includes a 6 month internship.

Luleå University of Technology
2016-2020

Civil Engineering, Master of Science

Program in building, design and technical innovation in the Swedish construction industry. I focused on acoustics and attended several master level courses in sound physics, scientific recording and psychoacoustics.

Work experience

Stjärnöga Audio
2023-

Freelance game audio work

Composing, sound design and implementation under my artist name of Stjärnöga. Recording of instruments, foley and voice. Mixing and mastering of game ready tracks.

Akustikbyrån T4p AB
2020-2023

Acoustics consultant

Consultant work in construction with focus on building acoustics. Acoustic measurements, calculations and design of housing, hospitals, industry and traffic noise. Client communication was key in every project.

Other projects

Svartvatten
2021-

Band member, vocals and synth

Founding member of Svartvatten, a Stockholm based band in the post punk genre. We write, produce and perform all our music in a collaborative environment.

Teater Satelliten
2023

Ensemble member

Bass guitarist in the 2023 edition of the musical Rock of Ages. Teater Satelliten is an inclusive theatre that encourages cast members of varying ability and expects its members to collaborate with all members of the cast.

Luleå Studentspexförening
2016-2020

Band leader, ensemble member

Band member, vocalist, arranger and musical leader in a theatre group of 100+ members. Collaboration with actors, directors, costume, set design as well as responsibility for the band, sound technicians and arrangers.