

MANUEL SORUCO

AUDIO + TOOLS SOFTWARE ENGINEER / COMPOSER / PRODUCER



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manuelsoruco.com



Lazaro Gadea & Rambla
Piriapolis, 20200
Uruguay



Bolivian-German

LANGUAGES

Native: English / Spanish
Conversational: German

SKILLS

- Audio Systems Architecture
- Tools Programming for
Unreal Engine
- Software Engineering in
Unreal Engine (C++, Slate, DSP,
Audio Engine...etc)
- Middleware Implementation
(Wwise/FMOD)
- Generalist Game Development
- Cross-Disciplinary
Collaboration (Tech-Art)
- Mixing and Mastering
- Studio, Live and Location
Recordings
- Music Production
- Multi-Instrumentalist

PROFILE

Tech-audio polymath with 20 years at the intersection of audio, music, and technology. Founder of AudioFactory, leading developer of audio tools for Unreal Engine and former audio software engineer at Brain Jar Games (Dead as Disco).

Music portfolio spans 70+ productions, including projects by NatGeo, ESPN, and Disney, plus international orchestral tours and recordings of Grammy-winning artists.

EXPERIENCE

AudioFactory, Apr 2020 - Present

Founder & Lead Developer

Design and development of five audio plugins (and counting) for Unreal Engine 5, making AudioFactory the most prolific Unreal audio plugin developer on the Epic Marketplace. All editor tools are built natively from first principles, with no middleware dependencies, to solve real-world creative, technical, and workflow issues and bottlenecks in game audio. Leads product, architecture, development and user experience.

Released Plugins:

- VoiceCrafter: In-engine voice-over DAW with TTS and recording.
- Audio Normalizer: Batch industry-standard LUFs normalization.
- Audio Converter: Multithreaded format and sample rate converter.
- Audio Exporter Free & Pro: Batch exporter for procedural sounds.

Brain Jar Games, May 2024 - May 2025

Audio Software Engineer

Dead as Disco - Combat-music action game with 400k+ wishlists and 98% Overwhelmingly Positive reviews on Steam.

Led the design and implementation of custom music engine and in-engine tools for synchronizing combat and levels to music. Key features include:

- Custom in-engine Song Editor, for developers, artists and players.
- Static and variable tempo and time signatures.
- 18+ types of tracks, including lights, actors, combat and gameplay.
- A Song Importer to allow users to import their own favorite songs.

Calavera Studio, Jan 2017 - Dec 2023

Audio Director / Composer

Led all audio efforts at Bolivia's top game studio, from SFX and music composition to team hiring and direction for larger titles.

Highlights include multiple regional and international awards, plus the release of miniDoom 2, a fan-made homage that reached over 150k downloads and received critical acclaim across the global Doom community.

Soundtrack: 14k+ YouTube plays

Trailer: 150k+ views

Reactions Compilation: International praise and community buzz

TESTIMONIALS

"Thanks to his unmatched passion for finding optimal and innovative solutions, we quickly developed a patent for an innovative system upon which the core of the game Dead As Disco is based."

Marcin Deja,
Co-Founder, Former Tech-Audio Director
at Brain Jar Games

"This is the first time in 20 years (with other audio engineers) that I'm truly satisfied with the result of the festival's live albums."

Piotr Nawrot,
Music Director of International Baroque
Music Festival "Misiones de Chiquitos."
Guggenheim fellowship awardee.

"At Berklee, Manuel proved to me that his video game scoring skills are impressive. I believe that he is one of the next generation of composers that will help shape our industry."

Michael Sweet,
Former Artistic Director of Video Game
Scoring at Berklee College of Music

"His composition and production skills are impressive. He is incredibly motivated and passionate."

Tom Salta,
BAFTA-Nominated Composer

Freelancer, 2018 - Present

Game Developer

Built small Unreal Engine games and experiments to deepen my understanding of engine internals, pipelines, and the full game development process.

- Pandemic Mayhem: Top-down lockdown game jam entry.
- Multi-Frantic!: Team-based multiplayer party game with several mini-games.
- Cenizas (Ashes): Animated short made in Unreal, inspired by Bolivia's 2019 wildfires that claimed 5 million hectares and 5 firefighter lives.

Various, 2015 - Present

Audio Instructor & Mentor

- Woman Game Jam 2022: Audio mentor, Latin America region.
- Global Game Jam 2021: Audio mentor, Latin America region.
- ExpoBix 2019: Keynote speaker at international game dev conference.
- AEA (2015-2017): Instructor at the Audio Engineering Academy, in Santa Cruz, Bolivia.

Freelancer, 2007 - Present

Composer / Producer

Scored and produced music for 20+ games, films, and TV projects, with broadcasts on NatGeo, ESPN, and Disney+. Work includes orchestral, ensemble, and solo productions and has featured world-class musicians such as Kristin Naigus (Star Wars Jedi: Survivor, Assassin's Creed Shadows, Ori).

Produced and mixed 150+ live concerts, including the official albums for Misiones de Chiquitos, one of the largest baroque festivals worldwide, with artists from 25+ countries including Classical Hall of Fame members and Grammy-Award winners. Also toured as a live engineer with international orchestras across some of Europe's top Philharmonic halls in Berlin, Dresden, Köln, and Hamburg.

EDUCATION

Mentorship in Music for Games, Tom Salta Norwalk, CU (Online)
Sep 2020 - Dec 2021

Interactive Scoring for Games, Berklee Boston (Online)
Sep 2018 - Dec 2018

Audio and Music Production, EMBA Buenos Aires, Argentina
Jun 2005 - Mar 2008

20+ in-person courses in Engineering, Audio and Music Berlin, Germany
Buenos Aires, Argentina
2005 - Present Santa Cruz, Bolivia