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- andy.sanchez.pas@gmail.com
- [Portfolio](#)
- [LinkedIn](#)
- Vancouver, Canada

Education

Sound Design for Visual Media Diploma

Vancouver Film School

2024 - Present (JUN 2025) (Exchange program)

Bachelor of Technology and Music Production

Tecnológico de Monterrey

2021 - Present (DEC 2025)

Soft Skills

Determination

Organization

Team work

Languages

Spanish (Native language)

English (TOEFL iBT 85)

ANDREA SANCHEZ

Sound for Visual Media

Profile

Sound designer specialized in immersive audio for film and games, with ability to meet deadlines. I bring stories to life through immersive audio experiences, blending creativity and technical precision, creating the sonic reality that audiences may not consciously notice but always feel. I'm interested in working as Foley editor, Foley recordist, Foley artist, dialogue editor, ADR recordist, or sound designer for visual media (movies, TV shows, series, or video games) as part-time job or internship, online or on location at Monterrey, Mexico or Vancouver, Canada.

Experience

Portfolio includes project breakdowns (behind the scenes and process).

NOV 2024 - Present	Game Project "Scrapped"
	Team Lead & Sound Designer <ul style="list-style-type: none">2D platform game and a 4-members team.Designed sounds for 54 assets, enhancing player immersion and receiving positive team feedback.Coordinated task assignments and deadlines for team members while ensuring audio consistency and quality.
JAN 2025	Game Audio Test Video Package
	Sound Designer <ul style="list-style-type: none">A 40-seconds trailer of "Shift 2: Unleashed".My first game audio test package.Challenged myself to design sound for a video by using only the sounds I was given to work with in a 1-week time limit.
OCT 2024 - DEC 2024	"Hunger Games" Sound Re-design
	Sound Designer, Foley Artist & Foley Editor <ul style="list-style-type: none">A 1-minute scene.Achieved to design sound, record and edit foley, and pre-mix for a live-action video in less than 2 months, something I had never done before.
JUN 2024	Short Film "Paper Silhouettes"
	Foley Artist, Foley Editor & Sound Designer <ul style="list-style-type: none">A 15-minute short film and a 3-week project.The short film was selected at the Monterrey International Film Festival 2024, where the audience gave positive feedback.Recorded foley in 1 week, edited foley and designed SFX the next week, and did fixes the last week.

Hard Skills

Foley editing - Intermediate

Foley performing - Intermediate

Foley recording - Intermediate

Dialogue editing - Intermediate

Sound design - Intermediate

ADR recording - Basic

Field recording - Basic

Software Tools

Film Audio Post-Production

Pro Tools - PT101 Certified

EdiLoad - Intermediate

iZotope RX - Basic

Game Audio

Wwise - Intermediate

FMOD - Basic

Unity - Basic

Reaper - Basic

Unreal Engine - Basic

Courses & Certifications

How to Manage by Objectives	LinkedIn	2024
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How to Manage Your Time	LinkedIn	2024
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Song Composition	Berklee	2024
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Understanding the music business: What is music worth?	Vanderbilt University	2023
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Building your career in music: Developing a brand and funding your music	Berklee	2023
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Copyright Law in the Music Business	Berklee	2023
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Singing Popular Music	Berklee	2021
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First Step Korean	Yonsei University	2020
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Music Business Foundations	Berklee	2020
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Recognitions

Best Classical Singer	ITESM	2024
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Peer Mentoring	ITESM	2024
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Peer Day Staff	ITESM	2024
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Peer Mentoring	ITESM	2023
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EFFECT Dynamics Coordinator	ITESM	2021
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