

# Manuel Tirado

## Composer, Sound Designer, Recording Engineer

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### Summary

Music composer and sound designer with a formal background in composition and hands-on experience in live, studio, and interactive settings. Skilled in creating emotionally-driven, genre-crossing music, supported by a strong foundation in recording and mixing. Adept at cross-disciplinary collaboration and crafting audio that deepens immersion and strengthens storytelling across media.

### Game & Media Audio Projects

- **Versified! The Human Equation:** Composer, SFX, Editor, all other post production duties; 16 musical cues, 2 soundscapes/sound effects - Feb 2024 - Present, [\[Instagram Profile\]](#)
- **Onboarding:** (ArcJam 2025) 1 track, 1 SFX asset - Nov 2025 [\[itch.io link\]](#)
- **Musical Farming:** (2025 Sound Game Jam) 1 track with interactive musical layers/SFX, full GitHub integration - Nov 2025 [\[itch.io link\]](#)
- **Auditory Dissolution:** (Bullet Hell Game Jam 6) 1 track with 2 variations and interactive musical layers/SFX, full GitHub integration - May 2025, [\[itch.io link\]](#)
- **Lucha Libra:** (GMTK Game Jam 2024) 1 track, 3 sound effects - Aug 2024
- **Solar Struggle:** (Global Game Jam 2024) 2 tracks, 6 sound effects - Aug 2024, [\[itch.io link\]](#)
- **Arborflare:** (4-day Game Jam) - 1 track with 7 variations - Aug 2022, [\[itch.io link\]](#)

### Recent Music & Audio Work

- **Allstar Guitar Academy:** (Gig Harbor, WA) Interdisciplinary music instructor - Jun 2022 - Present
- **Decade Sound Studio:** (Tacoma, WA) Recording Engineer - Aug 2022 - Present
- **Bethlehem Baptist Church:** (Tacoma, WA) Audio Director, Technical Lead - Aug 2022 - Dec 2025
- **48 Degrees North:** (Tacoma, WA): Musician, Recording, Mixing, and Mastering engineer, Social Media Marketing - Aug 2018 - Oct 2023, [\[Spotify Link\]](#)
- **Pauper: The Musical Inside the Studio:** Recording Engineer - July-Aug 2024, [\[YouTube Link\]](#)
- **LJ Collective Band** - Keyboards, Mix engineer: May - July 2020, [\[Soundcloud Link\]](#)

## **Education**

**Pacific Lutheran University** (Tacoma, WA)

*Bachelor of Music in Composition - December 2017*

## **Skills & Tools**

- **Audio/Music Tools:** Studio One, Ableton Live, Reaper Musescore 4, Reaper (basic workflow), Various Mixing Consoles, Mobile multitrack recording and handheld recording rigs, basic fluency with Fmod, and working towards fluency in audio implementation with Wwise
- **Game Engines & Audio Integration:** Godot 4 - basic programming & implementation, Unreal - Basic blueprints, visual scripting, and metasounds
- **Sound Design:** Field recording, Foley, Sample Manipulation, Synthesis, Layering, Dynamic Recording and FX
- **Other:** GitHub, Davinci Resolve, Remote collaboration, Video editing & Coloring, Basic 2D art asset creation, Trello, Todoist