

Xavier Velastín Vicencio

Sound Artist, Sound Designer, Composer, Technologist

xaviervelastin.com

	Project	Organiser	Role	Type
2026	Scriptorium	Yaza Games	Sound Designer	Video Game
•	Club Smiley	Muddled Marauders	Web Developer	Website
2025	In Dreams I've Had Of Falling	Virág Pázmány	Sound Designer, Audio Editor	Short Film
•	[whalesong]	xvelastín	Creator, Performer	Sound Performance
•	MiR	Calum Perrin	Creative Technologist	Installation
•	The Animism	Ann Liu	Web Developer	Website
•	SpaceJunk	Hours	Sound Designer	Theatre
•	Deepwood	Mechanimal	Sound Artist, Creative Technologist	Installation
•	Wild Thing!	Mechanimal	Sound Designer	Theatre
•	Still Life	Mechanimal	Sound Designer	Theatre
•	Rolling Up!	Golden Eagle Tech	Sound Designer	Video Game
2024	Crap at Animals	Mechanimal	Sound Designer	Theatre
•	Symbiosis	Self with Organism Collective	Lead Co-Curator, Designer	Digital Installation
•	Lift	Jordan Daniel	Sound Designer	Video Game
•	SpaceJunk	Orange Skies Theatre	Sound Designer	Theatre
•	The Pirate Queen	Singer Studios / iGame.Audio	Technical Sound Designer	Video Game
•	Pathogen of War	Black Leaf Films	Technologist	Installation
2023	Megalith	Mechanimal	Sound Artist	Installation
•	Loddlenaut	Moon Lagoon / iGame.Audio	Technical Sound Designer	Video Game
•	My Uncle Is Not Pablo Escobar	Brixton House	Sound Designer	Theatre
•	Hello Stranger	Ande Clock	Technical Sound Designer	Installation
2022	The Sleeping Sword	Watermill Theatre	Sound Designer	Theatre
•	The Shoes of Tanboursy	Southbank Centre / Polka Theatre	Sound Designer, Composer	Theatre
•	Megalith	Mechanimal	Sound Designer, Performer	Theatre
•	Squish Space	Barbican Centre	Sound Artist	Installation
•	Tracing Waves	The Place	Sound Designer, Composer	Dance
•	Dwelling Place	The Place	Sound Designer, Composer	Dance
•	When The World Turns	Oily Cart	Technical Sound Designer	Theatre
•	IXT'IM Men of Maize R&D	Itzatna Arts	Sound Designer	Live Art
2021	Hanal Pixan	Itzatna Arts	Sound Designer	Live Art
•	Young Barbican Night	Barbican Centre	Sound Artist	Concert
•	[whalesong]	Self	Lead Artist, Performer	Live Art
•	The Secret Life of the Conservatory	Barbican Centre	Sound Artist	Installation
•	Pangea	Limbik Theatre	Composer, Programmer	Digital Theatre

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2020	<u>Forms in Flux</u>	<u>SLANT Events</u>	Co-Curator	Digital Event
•	<u>Atlantic</u>	<u>emma + pj</u> / Vault Festival	Sound Designer, Composer	Theatre
•	Somali Tapes and Camel Meat	<u>Arnolfini</u>	Sound Artist	Installation, Workshop
2019	<u>Who Are We?</u>	Homotopia	Co-Lead Artist	Audiovisual Installation
•	<u>Oedipus at Colonus</u>	Cambridge Arts Theatre	Sound Designer	Theatre
•	<u>Me & My Whale</u>	Self	Lead Artist, Performer	Theatre
2018	<u>Recreating The Irwell</u>	Not Quite Light	Sound Artist	Concert
•	Unbelonger	Ekata Theatre	Sound Designer, Composer	Theatre
2017	<u>Water Bodies</u>	<u>LADA</u>	Co-Lead	Symposium
•	<u>BEARS</u>	<u>Royal Exchange Theatre</u>	Sound Designer, Composer	Theatre
•	Constellations	Wonderhouse Theatre	Sound Designer	Theatre

Academic	Masters (MMus, 1st) in Sonic Arts from Goldsmiths, University of London. Undergraduate (MusB, 2:1) in Music from the University of Manchester.
Music Qualifications	Grade 8 ABRSM Piano with Grade 5 ABRSM Music Theory.
Languages	Native English, Fluent Spanish (Latin American).
Audio Software	Ableton Live, Reaper, Max/MSP, iZotope RX. Spatial audio (ambisonic, binaural) with IRCAM Spat, IEM Ambisonic Tools, Envelop for Live.
Game Development	Game engines: Unity, UE5 with middlewares: FMOD, Wwise. Version control with Git, Plastic, Perforce.
Programming	C#, Javascript, Typescript, React, Arduino.
Theatre	Qlab Show Control. Networking with OSC, MIDI, Dante. Understanding of ETC and Zero88 lighting consoles.
Interactive	Expert user of Max/MSP for interactive work. Working knowledge of Touch Designer for visuals/data. Decent level of competency in programming Arduino-based IoT devices and networking with eg. Max/MSP, Qlab.
Driving	Full clean UK Driving License since 2009.
References	Available on request.