

Resume CV

Juan Camilo Orjuela Lozano

(he / they)



My name is Juan Orjuela, I'm a 32y/o musician and game developer from Bogotá, Colombia who specializes in interactive composition and sound design for video games and experimental installations.

I am now established in Köln (Germany), where I came to study Game Design and subsequently where I co-founded the independent game studio Ludopium GmbH, responsible for the award-winning indie title "Vectronom" (published by ARTE France) and currently developing the game prototypes of NoClip and Windows Stories (working titles).

As an independent musician and game dev, I am constantly looking for opportunities to collaborate with other studios and educational institutions to build audio systems for both commercial, and serious games, with a variety of topics and for a wide range of platforms and devices.

Audio	Interactive	Graphic
<ul style="list-style-type: none">- Composition- Production- Sound Design- SFX / Asset creation- Voice Recording / Directing	<ul style="list-style-type: none">- Game Design- Audio Implementation- Unity Generalist- Prototyping- UI / Motion	<ul style="list-style-type: none">- Digital media / Vector Arts- Web Design- Print- 3D Modeling- Simple animation 2D / 3D
Tools		
<ul style="list-style-type: none">- Ableton Live- Logic / Pro Tools- NI Komplete / Waves- Finale / Sibelius	<ul style="list-style-type: none">- Unity 3D- Unreal Engine- FMODStudio- Sublime Text	<ul style="list-style-type: none">- Adobe Suite- Blender 3D- Microsoft Office

Extras		
<ul style="list-style-type: none">- Hardware Synthesis & MIDI- Stage Management- Basic audio engineering- DIY Electronics / Circuit Bending	<ul style="list-style-type: none">- HTML / CSS advanced- JavaScript / C# beginner	<ul style="list-style-type: none">- Spanish - Native- English - C2- German - B1- Portuguese - A2

Education

TH Köln (Cologne Game Lab)

2014 - 2020 Digital Games - Bachelor of Arts (B.A.)
(Köln - Germany)

Berklee Online (Berklee College of Music online extension school)

2012 - 2013 Electronic audio production - Diploma.
2013 - 2014 Sound design for games and films - Specialist Certificate.

EMMAT - Escuela de Música, Medios, Arte y Tecnología

2009 - 2012 Contemporary Music Composition, Music performance, Jazz Bass.
(Bogotá - Colombia)

The English School

1994 - 2009 Primary and Secondary education + IB (Abitur)
(Bogotá - Colombia)

Work Experience

- **Game development / Co-Founder in Ludopium GmbH (2016 - 2022)**

Game design. Music composition. Sound design. 2D/3D Arts. and Web design.

- Vectronom (PC/Mac, Nintendo Switch, iOS/Android) <https://vectronom.arte.tv/>

- LightBox (PC, Experimental Installation) <http://www.ludopium.com/lightbox/>

- MMM (PC/Mac, Alt-ctrl, Installation) <http://www.ludopium.com/project-mmm/>

- No Clip prototype (PC) - Unreleased

- Windows Stories concept (PC, Mobile Devices) - Unreleased

Reference: Utz Stauder

(Köln - Germany)

- **Freelance Sound Design / Music Composition**

Undisclosed Project by Freeletics (2021 - 2022)

- Music composition, sound design, motion design, interactive audio implementation.

<https://www.freeletics.com/en/>

Solve by TH Köln (2021)

- PC, iOS/Android

- Music composition, sound design, motion design, audio implementation.

<https://colognegamelab.de/research/projects/solve/>

"Life and Death at Palcacocha Lake - VR concept" (2020)

- PC, Oculus

- Sound Design concept and documentation.

<https://alexanderluna.exposure.co/lifedeathatpalcacochalake>

Spitlings by Massive Miniteam (2019 - 2020)

- PC, Nintendo Switch, Xbox, PlayStation, Stadia

- Music composition, sound design.

<https://store.steampowered.com/app/1002000/SPITLINGS/>

Kyklos Code by Cube Factory (2016 - 2017)

- PC

- Music Composition, sound design, audio implementation.

https://store.steampowered.com/app/718030/Kyklos_Code/

- **Academics / Teaching**

- Tutoring for M.A. Project "AWSAT" (2022)

- ifs (Internationale Filmschule Köln) - M.A Digital Narratives
 - 360 video
 - Music composition, sound design.

- Reference: Valérie Lang
(Köln - Germany)

- Experimental and Interactive Audio - workshop (2021)

- ifs (Internationale Filmschule Köln) - M.A Digital Narratives
 - 2-day practical workshop around the topic of audio in media and its evolution through technology.

- Reference: Valérie Lang
(Köln - Germany)

- Intro to interactive audio and FMOD for unity - workshop (2018)

- CGL (Cologne Game Lab - TH Köln) - M.A Game Development and Research
 - 4-hour practical introduction to audio implementation for Unity3D and middle-ware alternatives.

- Reference: Cecile Le Prado
(Köln - Germany)

- CGL Sound Studio Manager (2018-2020)

- CGL (Cologne Game Lab - TH Köln)
 - Recording, Engineering, Maintenance

- Reference: Cecile Le Prado
(Köln - Germany)

- Research Assistant in CGL (2015 - 2019)

- Research, Game design, Music, Sound design, Unity Generalist and Web design.
 - Games for Change 2015/16 <http://www.g4ceurope.eu/>
 - Clash of Realities 2016 <https://www.clashofrealities.com/2016/>
 - Antura and the Letters 2017 <https://www.antura.org/>
 - Histogo / Porta Praetoria <http://www.colognegamelab.de/research/histogo/>
 - GLARS 2018 <http://www.colognegamelab.de/research/glars/>
 - AirtimeVR 2018 https://youtu.be/zlB0v_eL5nw

- Reference: Katharina Tillmanns
(Köln - Germany)

- 6-month Internship at Dürbeck & Dohmen (2016 - 2017)

- Music composition, Programing, Graphic and Web design.

- <http://www.ddmusik.de/>

- Reference: René Dohmen
(Köln - Germany)

- **Music Performance and Composition**

- Performance. Stage management in MiaHush (2016)

- Experimental Electronic Band
- <https://www.berghain.berlin/en/event/1733/>

- Reference: Catalina Santos
Berlin - Germany

- Music composition. Performance and Stage at De Juepuchas! (2010 - 2013)

- Experimental Electronic Band
- <https://dejuepuchas.bandcamp.com/>

- Reference: Diego Maldonado
Bogotá - Colombia

- Music composition for "Nomada" (2010)

- Contemporary dance performance
- <https://soundcloud.com/juancamiloorjuela/nomada>

- Reference: Julián Garcés (Pulsos Vitales)
Bogotá - Colombia

- **Web Design and Development**

[Professional Website for Waschzeit \(2021-2022\)](#)

Graphic and Web design - HTML - CSS - JAVA

<https://waschzeit.com/>

Client: Sven Hochreiter
(Köln - Germany)

[Personal Website for Ale Giuliani \(2014 - 2022\)](#)

Graphic and Web design - HTML - CSS - JAVA

<http://www.alegiuliani.net/>

Client: Ale Giuliani
(Bogotá - Colombia)

[Professional Website for Little Ramonas \(2018-2020\)](#)

Graphic and Web design - HTML - CSS - JAVA

www.littleramonas.com

Client: Mariana Puerta
(Bogotá - Colombia)

[Professional Website for Momentum \(2015-2016\)](#)

Graphic and Web design - HTML - CSS - JAVA

<https://rhetorik-online.de/>

Client: Sven Hochreiter
(Köln - Germany)

[Personal website for Carlos Ricaurte \(2015\)](#)

Graphic and Web design - HTML - CSS - JAVA

<http://bycarlos.de>

Client: Carlos Ricaurte
(Köln - Germany)

Additional Links

Music:

<https://juancamiloorjuelalozano.bandcamp.com/>

<https://ludopium.bandcamp.com/>

https://soundcloud.com/p_r_v_t

<https://spectrespecs.bandcamp.com>

Games:

<https://www.youtube.com/c/Ludopium>

<https://juanorloz.itch.io/>

<https://www.youtube.com/user/georgenon/videos>

Early works and Animation:

<https://vimeo.com/juanorjuela>

Social:

<https://twitter.com/juanorloz>

<https://www.linkedin.com/in/juancamiloorjuela/>

<http://juanorloz.com/>