KEYBOUND

www.keybound.io

Watch our demo reel

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About Us

We're Alexander Vollmers-Hansen and Alexander Hyldgaard - a sound design and music duo, working out of our game audio studio, Keybound. We hold BAs in Sound Design from **Sonic College**, and have over the past years been working with audio and music for video games. Our experience spans indie to AA games, including projects with **Ghost Ship Games, Bitfire Games, Templar Media, Sonic minds** and **Dark Zone Studios**, both on-site and remotely across time zones.

Working as a two-person studio allows us to divide the work between us, delivering twice as fast without costing twice as much.

Experience

BITFIRE GAMES (2024 - PRESENT)

Lead Sound Designers & Composers on **Darkswarm** (Unreal Engine 5)

- Designing all sounds, both for in-game use and cinematics.
- Composing, mixing, and mastering original music.
- Implementing all sounds and music with Unreal Engine 5, using both built-in systems and our own systems written in C++ and Blueprints.
- Handling all dialogue, from writting scripts, directing actors and processing.

GHOST SHIP GAMES (2025)

Sound Designers on **Unannounced Project** (Unreal Engine 5)

- Implementing modular audio systems to speed up the workflow.
- Contributing with sound design in key areas of the game.
- Debugging and fixing audio bugs in the project and improving the mix.
- Collaborating closely with the design team to design sounds for new assets.

TEMPLAR MEDIA (2025)

Sound Designers on **Gate Zero** (Unreal Engine 5 & Wwise)

- Updating select sound designs to match the game's visuals and gameplay.
- Debugging and fixing issues between Wwise and Unreal Engine 5.
- Setting up a dynamic ambience system and designing all of the sounds required.
- Designing sound effects for the player character's movement, combat, and UI.

DARK ZONE STUDIOX & SONIC MINDS (2026)

Technical Sound Designers on **4AM** (Unreal Engine 5 & Wwise)

- Created additional sounds and trailer design.
- Debugging and fixing issues between Wwise and Unreal Engine 5.
- Building all systems in Unreal Engine and implement Wwise events.
- Implementing all sound assets, created by the sound team at Sonic Minds.

Proficiencies

SOUND DESIGN
- Creating high-quality sound assets in our DAWs (Reaper and FL Studio), combining field recordings and creative processing.
- Defining the game's audio identity.
- Design, score and implement audio for trailers and in-game cinematics.
- Handle all voice content, from casting, recording, editing and file organization.

TECHNICAL SOUND DESIGN
- Proficient in Unreal Engine, Unity, Wwise, and FMOD, with deep expertise in Unreal's native audio pipeline.
- Experienced in multiplayer development, including networked audio replication.
- Comfortable with version control such as Perforce, Git, and Unity VCS.
- Skilled at identifying, troubleshooting, and resolving complex audio issues.
- Developing custom tools and plugins for Unreal Engine to optimize workflow, including music systems, voiceline systems, and dynamic reverb systems.

MUSIC
- Can compose anything from epic orchestral scores and ambient soundscapes to industrial electro.
- Design and implement dynamic music systems that respond to gameplay states and player actions.
- Mix and master all music to ensure it's implementation-ready and sits cleanly in the overall game mix.

Education

Bachelor in Sound Design
Sonic College
2021 - 2024

Skills

REAPER	WWISE
UNITY (C#)	JIRA/TRELLO
UNREAL ENGINE	BLUEPRINTS / C++
FMOD	FL STUDIO
FORK	PERFORCE

Languages

Danish (Fluent)
English (Fluent)
French (Fluent)

Talks

UNREAL ENGINE MEETUP 2025:
AUDIO MATTERS