

# Dan Hedberg



**Composer**  
**Sound designer**  
**Game developer**

From composing for several projects (e.g. games, theater, experimental arts) and having extensive experience as a sign language interpreter, I understand the importance of conveying meaning – through language, through sound, through music. In my portfolio I talk more about the thought processes behind previous projects. Feel free to have a look!



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<https://danhedberg.wixsite.com/home>

## Music & audio skills

- Composition, production, arrangement
- Sound design, soundscapes
- Notation

## Software & platform skills

- Unity
- FMOD
- Rider, Visual Studio (basic programming in C#)
- Logic Pro
- MuseScore
- GitHub
- Adobe Premiere Pro
- Microsoft Office

## Experience

*Sign Language Interpreter*

Tolkservice Profession TI AB, Sweden (2014-2021)

*Voice Over Artist*

Riksteatern Crea, Sweden (2018)

## Education

*Bachelor of Arts in Media, Aesthetics and Narration oriented towards Game Development - Music*  
University of Skövde, Sweden (2021-2024)

*Computer game music, 15 ECTS credits*  
*Multicultural Literature for Children and Young Adults, 7.5 ECTS credits*  
*Musicology - Film music, 15 ECTS credits*  
Stockholm University, Sweden (2015-2016)

*Sign language- and deafblind interpreter program*  
Södertörns Folkhögskola, Sweden (2010-2014)

*Composition - New Media*  
Iceland University of the Arts, Iceland (2006-2007)