



Alejandra Rios Ruiz - Multimedia Artist,  
Sound Designer  
& Junior Spatial Audio Engineer

From Mexico City, based in Berlin DE  
17.07.1997  
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Portfolio:

<https://www.kaleidoscopesoundarts.com/>



## Education

May 2024 - August 2024: MIT Professional Education, Applied Data Science Program

February 2024: Introduction to Modalys, a Physical Modeling Synthesis software developed by IRCAM

2022-2025: MA Sound Studies and Sonic Arts at Universität der Künste Berlin (udk)

2022: Course: Programming in Max for Live, & Touch Designer provided by the Mexican Center of Music and Sonic Arts (CMMAS)

2021: Avid Certified User Pro tools (Certification provided by SAE Institute Mexico)

2020: BA (Honors) in Communications with a specialization in sound practices by the Universidad Iberoamericana, Mexico city

## Experience

**CURRENTLY, I AM TRAINING TO BECOME A SPATIAL AUDIO ENGINEER AT MONOM STUDIOS, BERLIN'S CENTRE FOR SPATIAL AUDIO AND INNOVATION.**

Along with Monom, and a creative partner in Mexico, we are developing a project for taking the 4DSOUND system to Mexico City to have the first 4DSOUND studio in Latin America. I am training so that when we have the studio, I can be the Senior Spatial Sound Engineer operating from there.

### **INDEPENDENT RESEARCH:**

I am researching about and creating experimental musical devices through hypothetical sonic systems that derive from the behavior, morphology, physical properties and bio networks of living organisms. For this, I have been experimenting with physical modeling synthesis, specifically Modalys, a software created by

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IRCAM used to model and create digital instruments emulated by analysing specific physical data of vibrating and resonant objects. I am also dedicated to investigate how data science, machine learning and AI can improve our interactions with sound as an artistic instrument, and how these tools can help us design new immersive spaces that continually learn and also mutate, giving new shapes and perspectives to our ears.

#### FREELANCE SOUND DESIGNER, SOUND ARTIST, AND COMPOSER - 2020- UNTIL NOW

In film and other multimedia projects, I have worked in films which have been sponsored by the Department of Culture of Mexico, such as: “Mujeres pájaro crónicas de vuelo” and “Better Times”. “Mujeres Pájaro crónicas de vuelo won a category at the International Festival of Undergraduate Performing Arts, also hosted by the Mexican Department of Culture. I recently worked as a sound designer and composer in collaboration with Mexican visual and plastic artist Josué Mejía in the creation of sonic pieces for his art exhibition: “First Scene: entre caballos de fuerza y caballos de vapor” at Museo Jumex, one of the most prominent contemporary art museums in Mexico. In 2020, I participated in the 24 Hour Film Festival Mexico, where my team’s shortfilm got nominated for multiple categories, including “Best Shortfilm”. One of the pieces I co produced for “Violeta y Oro”, one of the programs at Radio UNAM, won Honorable Mention at the Radio Production Contest of the 13th International Radio Biennial in the radio reportage category. In 2022 I created the soundtrack for the shortfilm “Frontera”, which was selected at the Festival Internacional de Cine de Morelia, one of the most important film festivals in Mexico. Also, that same year, I was the foley recordist & editor for the shortfilm “Pitbull” which was nominated in the category of “Best Shortfilm” at the Arieles Awards in Mexico. These Awards are held to recognize the best of Mexican cinema each year.

MY FULLDOME FILM “I SPREAD” IS PART OF THE FILM SELECTION FOR THE “SOUS DÔME FESTIVAL” AT THE CITÉ DES SCIENCES PLANETARIUM IN PARIS - MARCH 2024

#### PORTALE: A SHOW AT THE ZEISS GROSSPLANETARIUM BERLIN - DECEMBER 2023

I presented my immersive artwork “I Spread” at the Planetarium in Berlin. It was an audiovisual piece about synthetic biomes, physical modeling synthesis of living entities, and science fiction. Format: ambisonics, 180° video mapping on a dome surface.

#### A. INTERNSHIP/TRAINEE AT MONOM STUDIOS BERLIN, THE CITY’S CENTER FOR SPATIAL SOUND - OCTOBER 2023 (ONGOING)

I am training at MONOM Berlin’s center for spatial sound to become a Spatial Audio Engineer.

#### SCREENING AT THE FRAUNHOFER INSTITUT BERLIN - JUNE 2023

As part of an udk collaboration with the Fraunhofer Institute in Berlin, I experimented with immersive environments, and worked to develop an immersive piece in Unreal Engine 5, along with ambisonics within the interface. The results where screened at the FI.

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#### PALIMPSEST, OR THE ART OF STITCHING WITH WORDS - SOUND INSTALLATION AT THE UDK - MARCH 2022

Embroidery installation + quadraphonic live performance

#### COLLECTIVE EXHIBITION AT THE AKADEMIE DER KÜNSTE (ADK) BERLIN - MARCH 2022

52N 13E is an artwork about sound and public space. This installation presents a fluctuating sonic environment devised by the interaction between contrasting sonic textures that alternate in an 8 channel speaker corridor setup.

#### GUEST SPEAKER AT UNIVERSIDAD IBEROAMERICANA - 2021-2022

I was invited a couple of times as a guest speaker at Universidad Iberoamericana in Mexico City for teaching about audio post production workflows and sound design in the film industry.

#### FIRST SCENE: ENTRE CABALLOS DE FUERZA Y CABALLOS DE VAPOR - MUSEO JUMEX - FEBRUARY 2022

Alongside plastic artist Josué Mejía, and composer Cecilia Sordo, I produced and created the sound design and music for the exhibit: First scene: entre caballos de fuerza y caballos de vapor, at Museo Jumex.

#### FOLEY RECORDIST AND EDITOR - VAW STUDIO, MEXICO CITY - AUGUST 2021 - FEBRUARY 2022

Foley recordist and editor at Vaw Studio, an audio post production studio in the heart of Mexico City.

#### JUNIOR SOUND DESIGNER AND PRODUCER ASSISTANT - PANORAM STUDIOS, TOY FACTORY (MEXICO CITY) - 2020

I assisted in the production of some musical projects with various artists at Panoram Studios, Toy Factory.

#### PODCAST PRODUCER, RESEARCHER - KARDIAS A.C - AUGUST 2020 - FEBRUARY 2021

Podcast producer, sound designer and editor. Researcher in the field of congenital heart diseases in children.

#### AUDIO EDITOR, PRODUCER AND BROADCASTER - RADIO UNAM: VIOLETA Y ORO - AUGUST 2020 - MARCH 2021

I worked at the radio stations of one of the most prestigious universities in Mexico: UNAM. I was an audio editor, content creator, broadcaster, and sound designer for the program “Violeta y Oro”, affiliate to the Department of Equity and Gender at the university.

#### JUNIOR PRODUCER - IBERO 90.9, MEXICO- JANUARY 2019 - JUNE 2019

I worked as a producer, content creator, audio editor and cabin operator on the radio station Ibero 90.9

#### JUNIOR SOUND DESIGN ASSISTANT FOR MARTIN HERNÁNDEZ — 2017-2018

I assisted the Oscar nominee and Supervising Sound Editor Martín Hernández in a Netflix series: Yankee

## Expertise

- Field recording
- Sound design for audiovisual projects, (foley, backgrounds, SFX, dialogue editing & cleaning, dubbing.)

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- Conceptualization of sound for different sonic projects in artistic research
- Multichannel mixing (5.1, 7.1, Quad, Stereo, binaural, and 4DSound basics)
- Insight into different types of sound synthesis including Physical Modeling Synthesis (IRCAM-Modalys)
- Knowledge and management of different DAWs (Ableton Live, Protools Ultimate, Max msp, Logic X Pro)
- Great insight and management of generative visual environments like Touchdesigner

### Other skillsets:

- Good communication & team work
- Great organization & project management skills
- Excellent written and verbal skills in Spanish and English (IELTS C1 level) Also French B1 level

### Literary Publications

2024 - Contingent Sounds July Edition (a Berlin-based publishing platform with a focus on sound and listening.)

2017 - 2018 Collaborator for the juvenile literary magazine/blog: Las Paltas

2018 - Published at the Argentinian magazine La nave de los necios

2016 - 2018 -Junior Editor, and collaborator at the Colombian magazine: Innombrable