



# LUDVIG WIDMAN

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# CURRICULUM VITAE

## Academic

- Bachelor (180 hp) in Sound Engineering\_Piteå School of Music, Luleå Technical University\_2018-2021\*
- Bachelor (180 hp) of Fine Art in Architecture\_Umeå University\_2015\*
- Sound Engineering and Production, project course\_Hola Folkhögskola\_2018\*
- Art education \_Umeå Konstskola folkhögskola\_2018\*
- Cours de Civilisation Française\_Sorbonne, Paris\_2010
- French of Today (7,5 hp)\_Stockholm University\_2009

## Internships and Jobs

- Production Technician\_SR Sveriges Radio AB, Stockholm\_2021-
- Sound engineering internship\_Ljudbang AB, Stockholm\_ spring/summer 2021
- Sound engineering internship\_UR Utbildningsradion AB, Stockholm\_ spring/summer 2020
- Live sound engineering\_Studio Acusticum, Piteå\_2019
- Architectural practice\_TM, Umeå\_2017
- Architectural practice\_Nyréns Arkitektkontor, Stockholm\_ 2016
- Architectural practice\_Sweco Architects, Umeå\_2015-16
- Architectural internship\_HOSARK Architects, Stockholm\_ summers 2013-14
- Layout Designer\_UMAN Architecture Magazine\_2012-2015
- Student Assistant for prof. Roemer van Toorn\_“Resarc” Symposium “Rethinking the Social in Architecture”\_2012
- Operator\_Police, PKC department, Stockholm\_2011-2012

## Music & Other

- Producer and performer\_Bottenvikens Silverkyrka\_2014-\*(the album “Tre-Noll-Treenigheten” nominated for best dance music album 2019, at Grammis & P3 Guld)
- Author\_”Ljudteknik DIY”, self published 2018
- Arranger, DJ\_Collective Liquid Sky, Umeå\_2013-
- Web Design\_ Ex. arnewidman.se, johnstenborg.se\_2012-

## Digital Competence

- Avid Pro Tools
- Izotope RX Suite
- Reaper, Ableton Live
- Autodesk Revit, Autocad
- Adobe Photoshop, Illustrator, Indesign, Premiere Pro
- Graphisoft Archicad
- Google Sketchup Pro
- Unreal Engine
- Blender

\* Portfolio, examples of work, available on request.