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SUMMARY

Sound Designer with 5+ years of experience in game development and audio design. Shipped two AAA title and one indie game, and contributed to two AAA projects as a Foley Mixer. Proficient in creating sonic experiences, implementing audio, and building audio systems. Eager to take on new challenges to further develop skills and contribute to outstanding game experiences.

SKILLS

- **Software & Programming Skills:** Unreal Engine 5, Blueprints, Metasound, Unity, C#, C++, Wwise, FMOD, Reaper, Pro tools, Nuendo, Izotope RX, GitHub, Unreal Game Sync, Perforce, Horde, Viusal Studio, Soundminer, Blender, Davinci Resolve, Google Sheets.
- **Creative and Technical Skills:** Field Recording, Mixing, Dialogue Editing, Foley, Dolby ATMOS, Ambisonics, Synthesizers, Phaseplant, Audio Spatialization, Audio Cleaning, Audio Restoration.

WORK EXPERIENCE

1074 Games, United States - (Remote)

October 2024 - Present

Sound Designer

- Shipped **Splitgate 2** and **Splitgate: Arena Reloaded** as a Sound Designer
- Audio lead for the Battle Royal game mode audio experience.
- Responsible for both the technical and creative aspects of ambient audio across more than 12 game maps including battle royal biomes.
- designed water systems for a more natural water sound and interaction with the player using splines and detailed attenuation and in-game reverbs
- Developed audio systems for reactive ambiences in the game.
- Responsible for the design and implementation of the UI audio experience, utilizing Blueprints to build audio systems and ensure a seamless player experience.
- Designed and contributed to the audio for various weapon interactions, including inspections, reloads, and character emotes.
- Responsible for the player character's audio experience, including footsteps and Foley. Worked with first- and third-person assets provided by Warner Bros., handling all stages from sound design to in-engine implementation.
- Resolved game surface and tagging issues to enhance player interaction and overall world interactivity.
- Managed voice instance limits within the audio engine to optimize performance and maintain clarity during gameplay.
- Implemented ducking systems for the Hangman Storm and various sound effects to maintain balanced audio levels and improve overall game loudness control.
- Controlled conversion settings across multiple audio domains—including weapons, Foley, and ambiences—to reduce storage requirements and enhance overall game audio performance.

Nomadroid, Saudi Arabia - (Remote)

July 2022 - October 2024

Full audio experience responsibility.

- Shipped **Koroneko** on Nintendo and PC as an Audio Designer, Technical Sound Designer, and Composer.
- Responsible for the sonic vision of all games throughout the development process, starting from R&D.
- Implemented and programmed sounds, as well as developed audio systems, using Unity, C#, and Wwise.

- Composed music for various levels and cutscenes, and developed music systems to ensure a seamless in-game audio experience.
- Shipped two game jam titles as an Audio Designer and Technical Sound Designer.
- Managed audio assets and music cue sheets for various projects using Google Sheets.
- Identified and resolved audio bugs, ensuring the game's audio experience met the highest quality standards.
- Ensured audio systems were optimized and free of performance issues, maintaining smooth gameplay and high-quality sound.

Aftertouch Audio, Canada - (Remote)

2021 - 2024

Contract Audio Designer, Audio Restoration and Cleaning

- Cleaned and restored 80% of the Master Gun Armoury Bundle sound effects library using iZotope RX8.
- Sound Effects Editor for four TV shows as a contractor.
- Dialogue Editor for one feature film.
- Foley Recording and Audio Design for one advertisement.

344 Audio, United Kingdom - (On-Site)

Nov 2023 - Sep 2024

Intern Audio Designer, Sound Effects Editor, Dialogue Editor, SFX Libraries Creator

- Worked as a Foley Mixer on Arknights: Endfield and another Hypergraph AAA title, covering over eight characters.
- Created and designed sword combat sound assets for one of Hypergraph's AAA titles.
- Designed six sci-fi sound effect libraries using synthesizers and an electromagnetic microphone. Re-edited existing libraries into game-ready assets and published them on the Unity Asset Store and Unreal Marketplace.
- Dialogue editing, ambience design, and SFX editing for multiple linear media projects, including a major UK TV show.
- Foley mixing for one TV show and two documentaries.
- Cleaned sound effects and dialogue using iZotope RX9.
- Conducted quality assurance on multiple projects.
- Attended a Creative Foley Workshop with Pete Burgis.

Noisy Post, Australia - (Remote)

2021 - 2024

Contract Foley Artist, Sound Effects Editor.

- Foley Artist, Foley Mixer, and Sound Effects Editor for four feature films, two short films, and two pilot episodes.

Mouayed Film, Libya - (On-Site)

NOV 2019 - MARCH 2023

Contract - Full Audio Post.

- Full audio post-production for the "Takharif" series across multiple roles: started as a Boom Operator, was promoted to Location Sound Mixer, and then handled full audio post for two seasons.
- Managed and trained four Location Sound Trainees and Assistants while supervising daily tasks and overseeing project management.
- ADR Sessions.
- Field recording for a variety of vehicles.

Freelance Game Projects

May 2024 - Aug 2024

AMPHIBIOUS HEART (Technical Sound Designer)

- Audio Implementation using UE5, Blueprints and WwiseStudied
- Implemented adn Built audio, voice and dialogue systems and music.

EDUCATION

Leeds Beckett University - MA Sound Design

Sep 2023 - Sep 2024

- Focused primarily on mixing for surround sound and audio spatialization, including Ambisonics and binaural audio integration for games.
- Designed, edited, and mixed four short films and one feature film in 7.1 surround sound.

University of Sabha - BSc Computer Science

June 2016 - June 2019

- Studied programming languages including C++, C#, HTML, and JavaScript.
- Final project involved designing a fully functioning website.