

contact@hafeedjraybee.com | +447930227136 | Leeds, UK | [Linkedin](#) | [IMDB](#)
www.hafeedjraybee.com

SUMMARY

Experienced sound designer with over **4 years** in game development, specializing in both creative and technical audio design. Key contributor to titles like **Splitgate 2** and **Splitgate: Arena Reloaded**, with expertise in a range of industry-standard tools. Skilled in designing narrative-based sound, solving complex audio challenges, and crafting immersive soundscapes that elevate gameplay and storytelling.

SKILLS

- **Software & Programming Skills:** Reaper, Pro Tools, Nuendo, iZotope RX, Unreal Engine 5, Blueprints, Metasound, Unity, C#, C++, Wwise, FMOD, GitHub, Unreal Game Sync, Perforce, Horde, Soundminer, DaVinci Resolve.
- **Creative and Technical Skills:** Field Recording, Mixing, Dialogue Editing, Sound Editing, Sound Design, Foley, Dolby ATMOS, Ambisonics, Synthesizers, Audio Spatialization, Audio Cleaning and Restoration.

WORK EXPERIENCE

Video Games

1074 Games | *Sound Designer - (Remote)*

June 2025 - Present

Splitgate: Arena Reloaded

- Audio lead for the Battle Royale game mode audio experience.
- 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.
- Controlled conversion settings across multiple audio domains—including weapons, Foley, and ambiences—to reduce storage requirements and enhance overall game audio performance.

1074 Games | *Sound Designer - (Remote)*

October 2024 - June 2025

Splitgate 2

- 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.
- Responsible for both the technical and creative aspects of ambient audio across more than 12 maps.
- Designed water systems for a more natural water sound and interaction with the player using splines and detailed attenuation and in-game reverbs.
- Managed voice instance limits within the audio engine to optimize performance and maintain clarity during gameplay.

Nomadroid | *Sole Audio Designer - (Remote)*

July 2022 - October 2024

KoroNeko

- 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.

Arknights: Endfield

- Foley Mixer and Foley Editor for various characters and surfaces.
 - Cinematic Sound Designer.
 - Weapons Sound Designer.
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Feature Film

The Reckoning of Erin Morrigan | Supervising Sound Editor, Dialogue Editor, Re-recording Mixer
Directed by Gabrielle Russell | Produced by Green Film Productions | 2024 - 2025

Unboxing | Foley Supervisor, Sound Effects Editor
Freelance for Noisy Post | Directed by Mitchell Holland | 2024

Freelance | Foley Supervisor, Foley Mixer, Sound Effects Editor
Freelance for Noisy Post | Directed by John Balazs | 2024

Godless: The Eastfield Exorcism | Sound Effects Editor, Foley Artist
Freelance for Noisy Post | Directed by Nick Kozakis | Produced by Visible Studios | 2023
Nominated for Best Sound at AACTA, Best Film at Fant, Bilbao Fantasy Film Festival

Love Mountain | Foley Artist, Sound Effects Editor
Freelance for Noisy Post | Directed by Lee Shelton | 2023

Drama TV

Silent Witness | Foley Mixer, Foley Editor | Season 28
Freelance for 344 Audio | Produced by BBC | 2023

Charité | Sound Effects Editor | Season 04
Freelance for 344 Audio | Produced by UFA Fiction | 2023

Takharif Season 01 | Supervising Sound Editor, Re-recording Mixer
Freelance for Mouayed Film | Directed by Mouayed Zabtia | Produced by Mouayed Film | 2019 - 2022

Story of Godia - (Takharif Season 02) | Supervising Sound Editor, Re-recording Mixer
Freelance for Mouayed Film | Directed by Mouayed Zabtia | Produced by Mouayed Film | 2022 - 2023

Short Film

Cosmopolitan | Foley Supervisor
Freelance for Noisy Post | Directed by Rhys Sherring | 2026

Dilemma | Foley Supervisor
Freelance for Noisy Post | Created and Produced by Visible Studios | 2026

The Kryst | Sound Effects Editor
Freelance for 344 Audio | Directed by Stuart Daly | 2024

All About Valerie | Dialogue Editor, Foley Artist, Sound Effects Editor
Freelance for Noisy Post | Directed by Nick Kozakis | 2023

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.