**CHRIS CHEN
AUDIO DESIGN**

Christopher D. Chen
Los Angeles, CA

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https://chrischenaudio.com

Skills

Sound Design · Wwise · Reaper · Unreal · MetaSounds · Blueprints · Source Control

Experience

Wonderstorm / Sound Designer
July 2022 - August 2024, Los Angeles

- Created, implemented and took ownership of majority of Xadia's audio content while maintaining technical documentation and implementation standards
- Collaborated closely with production and creative teams to deliver high-quality audio content for gameplay and Netflix trailers.
- Led best workflows practices, restructured audio assets in Wwise and Unreal project, setting guidelines to avoid source control issues and significantly improve efficiency across the audio team.
- Implemented comprehensive audio systems for environment, combat, dialog, cinematics, UI, and end-of-mission rewards ensuring sound optimization using blueprints, scripting, and Wwise implementation.
- Developed, debugged, and maintained audio pipelines for cross-platform; Console, PC, and Mobile platforms including live-service and post launch content.

Team 18k / Sound Designer
July 2021 - July 2022, REMOTE

- Collaborated with designers to create an audio script system that significantly improved audio workflow and efficiency in implementing audio.
- Implemented audio in a custom engine using C++ and Javascript and merged latest audio builds to current builds with no conflicts.
- Sourced and created sounds from concept to completion for character abilities.

Vivarium Film / Composer & Audio Designer
March '17 - Jan '21, San Francisco Bay Area

- Produced comprehensive audio solutions for commercial content, audio post-production; music, audio dialog replacement, sound design and mixing.
- Composed and mixed original music for client advertisements featured on television, online and in AMC and CineArt theaters.
- Executed professional sound editing techniques, including dialog enhancement, Foley recording, and audio sourcing.
- Managed end-to-end audio production process, from recording to final sound mixing

Education

- San Jose State University / Bachelor of Music: Jazz Studies
  Courses included: Music Technology, Physics of sound.
- Pro Tools Certified, School of Video Game Audio