CHRIS CHEN
AUDIO DESIGN

Chris Chen
Los Angeles, CA

408.621.5177
christopherdchen@gmail.com
https://chrischenaudio.com

Skills

Sound Design · Source Control · Jira · Reaper · Pro Tools · Wwise · Unreal

Experience

Wonderstorm / Sound Designer

July 2022 - August 2024

- Owned end-to-end audio implementation for UI, in-game cinematics, character animations, environments, and level scripting using Unreal Engine Blueprints and custom tools
- Led optimization of cross-platform audio performance for AAA release, refining memory budgets, streaming look-ahead times, and system pipelines for Console, PC, and Mobile
- Designed and implemented over 60% of *Xadia*'s sound assets, overseeing content creation from concept to final mix while collaborating with designers and engineers to extend Blueprint and C++ audio tools for workflow efficiency
- Implemented scalable, data-driven audio systems using Wwise, Blueprints, and custom scripting to support responsive, real-time gameplay audio
- Maintained and streamlined Wwise project architecture, enforcing best practices for Source Control with Perforce and ensuring team-wide consistency and stability

Team 18k / Sound Designer

July 2021 - July 2022, REMOTE

- Created and implemented unique audio assets for character abilities, emphasizing identity and clarity
- Partnered with engineers to design a custom audio scripting system in C++ within a proprietary engine
- Acted as a bridge between audio and engineering teams, ensuring creative solutions aligned with technical constraints and performance goals

Vivarium Film / Composer & Audio Designer

March '17 - Jan '21, San Francisco Bay Area

- Dialog, Foley, Sound Design, Sound Editing
- Composing original music for client advertisements
- Recording foley, sourcing and creating linear audio

Education

- San Jose State University / Bachelor of Music: Jazz Studies
- FootHill College: AA in Music with extensive coursework in Recording Technology
- School of Video Game Audio