

Chris Chen

Los Angeles, CA

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| Sound Design • Unreal Engine 5 • Wwise • Reaper • Jira • Source Control • Scripting • Recording |

I'm a technically minded Sound Designer who believes great audio comes from **collaboration**, **curiosity**, and **communication**. Experienced in Unreal, Wwise, and proprietary tools, I enjoy developing technical solutions that bring creative ideas to life and make implementation smoother for my team.

Wonderstorm / Sound Designer

2022 - 2024, Los Angeles

- Designed, implemented, and **optimized** audio systems for *Xadia*, a **live service multiplayer** ARPG, using Wwise, Unreal Engine, and proprietary tools to enable responsive, real-time gameplay audio and streamline debugging.
- Collaborated with designers, engineers, and producers to prototype and integrate audio systems for multiple platforms—Console, PC, and Mobile—ensuring high-quality, consistent implementation.
- Developed data-driven and scalable audio architectures, including adaptive systems for UI, combat, cinematics, environments, interactables, and character animations.
- Led audio **documentation**, Source Control workflows, and technical standards, promoting consistency and efficiency across the audio team, increasing team **efficiency** by over **50%**.
- Acted as audio advocate, facilitating cross-discipline communication to ensure realistic timelines, seamless integration, and player-focused audio experiences.
- Designed and implemented over **60%** of *Xadia*'s sound assets, from concept to final mix, while extending Blueprint and C++ audio tools to enhance workflow efficiency.

Freelance / Sound Designer

2021 - Current, REMOTE

- Source and create unique audio assets for indie developers and studios, ensuring clarity, identity, and alignment with project vision.
- Collaborated with audio vendors to pitch designs to studio projects, including new Sony Playstation IP.
- Partner with developers to design and implement audio systems using C++, python, custom scripting, Blueprints, and JavaScript in proprietary engines, Unreal Native, Unity, and middleware.
- Act as a bridge between audio and engineering teams, delivering solutions that satisfy both creative and technical requirements.

Vivarium Film / Audio & Music Designer

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

- Composed original music and designed sound for client advertisements and media projects.
- Recorded and created Foley and linear audio, ensuring high-quality delivery and seamless integration.
- Managed sound editing and technical implementation, maintaining consistent audio standards across projects.

Education

- **San Jose State University** / Bachelor of Music: Jazz Studies,
Dwight Cannon Scholarship, 4x Dean's Scholar, Cum Laude
- **FootHill College**: AA in Music with extensive coursework in Audio & Recording Technology