

Chris Chen

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Unreal Engine 5 (Native Audio) · Wwise · Reaper · Sound Design · Jira · Source Control · Blueprint/C++ · ADR/Dialog · Recording

A technically minded Sound Designer who believes great audio comes from collaboration, curiosity, and deep engine knowledge. Fluent in native Unreal Engine 5 audio systems and Wwise, with hands-on experience building scalable, data-driven implementations across gameplay and cinematic pipelines.

EXPERIENCE

Wonderstorm / Sound Designer

2022–2024 · Los Angeles

- Designed, implemented, and optimized **Wwise** audio systems for **Xadia** (shipped 2024), a live-service multiplayer ARPG, enabling responsive real-time gameplay audio across Mobile, Console, and PC platforms.
- Designed and edited interactive sound effects for gameplay systems, characters, abilities, environments, and UI, delivering over **60% of the game's final audio assets** from concept to final mix.
- Developed **data-driven and scalable audio architectures**, including adaptive systems for combat, UI, cinematics, environments, interactables, and character animations.
- Implemented **dialog systems** including barks, efforts, and hero ultimates, coordinating with design and engineering teams to ensure correct triggering, priority, and mix behavior.
- Extended **Blueprint and C++** audio tools to improve workflow efficiency and pipeline reliability.
- Led audio **documentation, Source Control workflows, and technical standards**, increasing team efficiency by over **50%**.
- Balanced, mixed, and troubleshoot sounds in-game to ensure clarity, consistency, and performance across varied gameplay scenarios.

Freelance / Audio Engineer & Sound Designer

2021–Present · Remote

- Implemented native **Unreal Engine 5** audio systems for an original IP, collaborating with a Technical Artist from Epic Games. Worked independently at the engine level, requiring no technical support and earning direct commendation for engine-level fluency.
- Partnered with developers to design and implement scalable audio systems using **C++, Python, Blueprints, and custom scripting** in proprietary engines, Unreal, Unity, and middleware.
- Engaged as a contracted audio vendor for co-development partnerships with major AAA studios, supporting pitch and pre-production audio work.
- Sourced and created audio assets ensuring clarity, identity, and alignment with project vision across diverse genres and platforms.
- Acted as bridge between audio and engineering teams, delivering solutions satisfying both creative and technical requirements.

Vivarium Film / Audio & Music Designer

Mar 2017–Jan 2021 · San Francisco Bay Area

- Recorded, edited, and implemented **ADR and dialog** for narrative short films, ensuring clean performance capture and seamless integration with production audio.
- Composed original music and designed sound for client advertisements and media projects.
- Created **Foley and linear audio**, managing sound editing and maintaining consistent technical standards across projects.

EDUCATION

San Jose State University / Bachelor of Music: Jazz Studies · Dwight Cannon Scholarship · 4× Dean's Scholar · Cum Laude

Foothill College / AA in Music · Extensive coursework in Audio & Recording Technology