Daniel Yu
Technical Sound Designer

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Technical Sound Designer with 3+ years of experience in video games. Proven skills in audio production, including dialogue editing, field recording, Foley, and synthesis in Reaper and Pro Tools. Game audio middleware skills in Wwise, FMOD, and Unreal MetaSounds. Programming skills in C++ for Unreal Engine 5, C# for Unity, and Python for Reaper tooling. Achievements include Lead Technical Sound Designer on G.A.N.G. Student Game Music and Sound Design Competition winning game "DuoQ" and Sound Designer on G.A.N.G. Best Sound Design for an Indie Game finalist "Sorelle".

Projects

Skijoring
Technical Sound Designer
PC Video Game - Unreal & Wwise
Evil Evil - 2025

DuoQ
Lead Technical Sound Designer
PC Video Game - Unreal & MetaSounds
The Duo Crew - 2024-2025

Sorelle
Sound Designer
PC Video Game - Unreal & Wwise
Team Sorelle - 2023-2024

Spectrum
Technical Sound Designer
PC Video Game - Unreal & Wwise
Imaginary Hazard Studios - 2025

Liminal Pop
Technical Sound Designer
PC Video Game - Unity & Wwise
Global Game Jam - 2025

Unnamed Surgeon Game
Sound Designer
Web Video Game - Unity
Global Game Jam - 2024

flavor of warmth
Sound Designer
PC Video Game - Unity & Wwise
thatgamecompany Game Jam - 2025

Iron Testament
Sound Designer
PC Video Game - Unity & Wwise
Rat Economy - 2024-2025

Boo's There?
Lead Technical Sound Designer
PC Video Game - Unity & Wwise
Open Alpha USC - 2023

HOMECOMING
Sound Designer
PC Video Game - Unity & Wwise
thatgamecompany Game Jam - 2025

Momentum
Technical Sound Designer
PC Video Game - Unity & Wwise
USC Games - 2024

Bone Boy
Sound Designer
PC Video Game - Unity & Wwise
Open Alpha USC - 2023

Experience

Sound Design Intern — June - August 2025
Amazing Seasun Games — Irvine, CA

- Delivered high-quality sound effects and integrated 60+ SFX, music, and VO assets into Unreal Engine 5 using Wwise and Unreal Blueprints.
- Designed, implemented, and optimized interactive audio systems in Wwise and Unreal Blueprints that adapt to the player state, creating a dynamic and fast-paced gameplay experience.
- Finetuned the audio mix by implementing dynamic mixing in Wwise using mixing states, sidechaining, and filtering to produce a clear mix adaptive to the gameplay experience.

Unreal Intern — May - August 2024
Rhoman Aerospace — Marina Del Rey, CA

- Refactored a large, outdated Unreal C++ codebase to adhere to updated standards, resulting in a successful port from Unreal Engine 4 to Unreal Engine 5.
- Collaborated with other engineers to identify issues and room for optimization, and researched and implemented solutions in Unreal C++ and Blueprints.

Education

University of Southern California
BS Computer Science (Games)
MS Computer Science