

HYO KIM

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PROFESSIONAL EXPERIENCE

Microsoft Turn10, Forza Horizon & Motorsport, Redmond, WA June - September 2024

Sound Design Intern

- Mixed and designed car sound effects for promotional content, building a sound library for media videos promoting Forza Horizon and Forza Motorsport.
- Created and mixed audio for YouTube and TikTok videos, tailoring sounds for trendy, short-form content.
- Mixed and mastered audio for season update videos on the Forza YouTube channel, ensuring professional-grade sound for long-form content.

Breeze, San Jose, CA December 2023 - present

Concept and Sound Designer

- Created 3D audio environments for a white-noise app, using field recordings, exotic animal sounds, UI audio, and original music to enhance relaxation.
- Developed core concepts focused on animal encounters and serene ambiances.
- Troubleshoot and optimized sound implementation, ensuring cost-efficient solutions that maintained high-quality audio performance without compromising app functionality.

ALT Games Lab, San Jose, CA September 2023 - present

Technical Sound Designer

- Created sound assets with synthesizers and instruments, aligning with game themes.
- Integrated audio into Unity with C# scripting, optimizing functionality within gameplay.
- Managed updates and resolved issues using GitHub for version control and collaboration.

Secret Dungeon, San Jose, CA September 2023 - March 2024

Sound Designer

- Designed and implemented sound assets using Unreal Engine 5 MetaSound, enhancing in-game audio.
- Promoted collaboration and streamlined workflow through regular team meetings and version control management with Perforce.

SKILLS / TOOLS

Audio : Original Sound Design, Audio Implementation, Foley Recording/Mixing, Field Sound Recording, Voice Over Recording, Dialogue Editing, Mixing (7.1.4 & 5.1), Production Mixing, Python / C#

Software : Pro Tools (Certified Post & Music Operator), Wwise, Reaper, iZotope, Unreal Engine, Unity, Gadot, Jira, Github, Perforce, Wrike

EDUCATION

University of California, Santa Cruz, San Jose, CA Expected Mar 2025

M.S. in Games and Playable Media

Savannah College of Arts and Design, Savannah, GA April 2022

B.F.A in Sound Design

Berklee College of Music, Boston, MA June 2018

BMUS in Music Business and Management