Alex Hamadey

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SKILLS

- C#, C++, C, Python, HTML/CSS, SQL, JavaScript, Git, Perforce, ChucK, Max/MSP
- .NET Framework, Operating Systems, Azure, Agile, Docker, Unity, Unreal, FMOD, Wwise

WORK EXPERIENCE

Video Game Sound Designer/Developer: *Freelance, Stream*   *10/2022 – Present*
- Developed and implemented robust audio management pipelines using Audiokinetic Wwise, Unreal MetaSounds, and custom scripts in C# and C++, optimizing performance and enhancing audio interactivity.
- Conceived original game concepts, created comprehensive design documents, and implemented complete gameplay mechanics and interactions using Unity's scripting tools and C#

Sound Designer, Mixer and Composer : *Freelance*   *09/2008 – Present*
- Provided audio production for global ad campaigns, managing projects from concept to delivery while staying up to date with evolving tools and workflows. Collaborated with agencies and clients like Google, Ford, Kraft, and UNIQLO to create impactful, high-quality music, mixes and sound design.
- Managed teams of composers, sound designers, musicians and vocalist to deliver audio assets under tight deadlines

Sample Pack Audio Content Creator: *Samples from Mars, Epic Stock Media, Splice*   *03/2012 – Present*
- Produced and delivered professional sample packs for major online platforms by recording, editing, and batch-processing thousands of audio assets, while mastering vintage analog/digital hardware, leveraging modern DAW scripting tools, and overseeing UI/development teams for custom GUI applications
- Designed and implemented custom sound design tools and generative audio systems using ChucK and Max/MSP, applying real-time DSP concepts and creative coding techniques to build modular, reusable scripts

Educator for Electronic Music Production: *SoundFly*   *05/2021 – Present*
- Mentored students by creating detailed lesson plans and videos that covered all facets of electronic music production including DAWs, production, mixing, sound design, arranging, mastering and music business

Head of Content Curation: *Livestream (now Vimeo)*   *10/2009 – 07/2013*
- Led a team of content curators responsible for moderating and approving streaming channels, while coordinating responses to customer support inquiries to ensure compliance, quality control, and user satisfaction
- Identified, documented, and communicated platform bugs and user experience issues to the development team, contributing to ongoing improvements in platform stability and performance

EDUCATION

Boston University || Boston, MA
September 2004 – May 2008
B.A. History, Minor in Communications

The Tech Academy || Online
October 2023 – May 2024
Certification in Software Development
> **Relevant Coursework**: C#, Python, Django, .NET Framework, T-SQL/SQL, MVC, CRUD, HTML, CSS, JavaScript, T-SQL/SQL, Agile / SCRUM and web application development.

School of Video Game Audio || Online
November 2022 – February 2023
Certification in Video Game Sound Design using Wwise