Alex Hamadey

New York City & Kingston, NY |781.608.2396 | hamadey@gmail.com| [LinkedIn](#) | [GitHub](#) | [Website](#)

SKILLS

- C#, C++, C, Python, JavaScript, HTML/CSS, Bootstrap, Markdown, SQL, Redis, Git, Perforce, ChucK, TTS/SST
- .NET Framework, ASP.NET, Ubuntu, Azure, Docker, Agile, Big O Notation, RESTful API, MVC, CRUD,CI/CD, xUnit,

WORK EXPERIENCE

Video Game Sound Designer/Developer: *Freelance, Stream*   *2022 – Present*
- Developed and implemented robust audio management pipelines using middleware Audiokinetic's Wwise and Unreal MetaSounds plus custom scripts in C# and C++, optimizing performance and enhancing audio interactivity.
- Created engaging original sound design, music and foley for indie video games in a team setting by translating creatives' ideas into sound while maintaining organized audio pipelines to keep up in real time with evolving game development

Sample Pack Content Creator: *Samples from Mars, Epic Stock Media, Splice*   *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, developer and graphic design 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 for sound design

Educator for Electronic Music Production: *SoundFly*   *2021 – 2025*
- 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

Sound Designer, Mixer and Composer : *Freelance, Hyperballad Music*   *2008 – 2024*
- Provided 360 audio solutions for international ad campaigns for Google, Ford, Kraft, Kate Spade, Volkswagen 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

Head of Content Curation: *Livestream (now Vimeo)*   *2009 – 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   *2004 – 2008*
B.A. History, Minor in Communications

The Tech Academy || Online   2023 - 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   *2022 – 2023*
Certification in Video Game Sound Design using Wwise

CERTIFICATES

. Database and Integration Management (Microsoft)	. Introduction to Programming With C# (Microsoft)
. Back-End Development with .NET (Microsoft)	. Foundational C# with Microsoft (freeCodeCamp)
. Foundations of Coding Back-End (Microsoft)	. Intro to Cloud Computing Course (Codecademy)