

# Daniel Ramirez

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## EDUCATION

### NYU Steinhardt

*B.M. Music Theory and Composition for Film and Multimedia*

New York, NY

2015–2019

### IRCAM

*Sound Spatialization and Synthesis*

Paris, France

2017

## EXPERIENCE

### Sound Designer

*LUFS Audio*

July 2024 – Present

Remote

- Lead sound designer for tech clients including Hinge Health and xAI
- Design and implement interaction sounds for mobile and web applications
- Develop scalable audio pipelines and workflows for product teams
- Create sonic identities aligned with brand values and user experience goals

### Sound Designer (Contract)

*Hinge Health*

May 2022 – July 2024

San Francisco, CA

- Designed interaction sounds for mobile health applications serving 70k+ daily users
- Collaborated with UX designers to map user journeys and identify key interaction points
- Built custom implementation pipelines using Wwise integrated with Unity
- Created a modular sound system with adaptive behaviors for different interaction types
- Implemented A/B testing framework that achieved 18% increase in user session duration
- Established scalable audio guidelines for engineering teams to implement independently

## PROJECTS

### Mobile App Sound Design

- Created cohesive sonic identity for health tech mobile application with brand-aligned sound palette.

### Interactive Audio Experience

- Designed immersive audio for spatial computing prototype using directional awareness cues.

### Audio Pipeline Automation

- Developed Python-based tools for audio asset management and pipeline automation.

## TECHNICAL SKILLS

**Audio Software:** Wwise, FMOD

**DAWs:** Pro Tools, Logic Pro X, Ableton Live

**Game Engines:** Unity, Unreal Engine 5

**Scripting:** Python, Lua

**Node-based:** Max/MSP, Pure Data, Metasounds

**Specialties:** Audio pipeline development, Adaptive sound behaviors, User testing

## CERTIFICATIONS

- [Wwise-101](#)
- [Wwise-201](#)
- [Unreal Engine 5](#)
- [Max/MSP](#)