

Daniel Ramirez

(714) 616-1558 | daniel@danialrami.com | linkedin.com/in/danialrami | github.com/danialramirez

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

July 2024 – Present

LUFS Audio

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)

May 2022 – July 2024

Hinge Health

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](#)