

# Daniel Yu

## Technical Sound Designer

**Phone:** 530-813-8200  
**Website:** danielyu.dev  
**Email:** danielyu742@outlook.com

Technical Sound Designer with 3+ years of experience in video games. Proven skills in audio production, including dialogue editing, field recording, Foley, and synthesis in Reaper and Pro Tools. Game audio middleware skills in Wwise, FMOD, and Unreal MetaSounds. Programming skills in C++ for Unreal Engine 5, C# for Unity, and Python for Reaper tooling. Achievements include Lead Technical Sound Designer on G.A.N.G. Student Game Music and Sound Design Competition winning game “DuoQ” and Sound Designer on G.A.N.G. Best Sound Design for an Indie Game finalist “Sorelle”.

## Projects

### Skijoring

Technical Sound Designer  
PC Video Game - Unreal & Wwise  
Evil Evil - 2025

### DuoQ

Lead Technical Sound Designer  
PC Video Game - Unreal & MetaSounds  
The Duo Crew - 2024-2025

### Sorelle

Sound Designer  
PC Video Game - Unreal & Wwise  
Team Sorelle - 2023-2024

### Spectrum

Technical Sound Designer  
PC Video Game - Unreal & Wwise  
Imaginary Hazard Studios - 2025

### Liminal Pop

Technical Sound Designer  
PC Video Game - Unity & Wwise  
Global Game Jam - 2025

### Unnamed Surgeon Game

Sound Designer  
Web Video Game - Unity  
Global Game Jam - 2024

### flavor of warmth

Sound Designer  
PC Video Game - Unity & Wwise  
thatgamecompany Game Jam - 2025

### Iron Testament

Sound Designer  
PC Video Game - Unity & Wwise  
Rat Economy - 2024-2025

### Boo's There?

Lead Technical Sound Designer  
PC Video Game - Unity & Wwise  
Open Alpha USC - 2023

### HOMECOMING

Sound Designer  
PC Video Game - Unity & Wwise  
thatgamecompany Game Jam - 2025

### Momentum

Technical Sound Designer  
PC Video Game - Unity & Wwise  
USC Games - 2024

### Bone Boy

Sound Designer  
PC Video Game - Unity & Wwise  
Open Alpha USC - 2023

## Experience

### Sound Design Intern

Amazing Seasion Games

June - August 2025

Irvine, CA

- Delivered high-quality sound effects and integrated 60+ SFX, music, and VO assets into Unreal Engine 5 using Wwise and Unreal Blueprints.
- Designed, implemented, and optimized interactive audio systems in Wwise and Unreal Blueprints that adapt to the player state, creating a dynamic and fast-paced gameplay experience.
- Finetuned the audio mix by implementing dynamic mixing in Wwise using mixing states, sidechaining, and filtering to produce a clear mix adaptive to the gameplay experience.

### Unreal Intern

Rhoman Aerospace

May - August 2024

Marina Del Rey, CA

- Refactored a large, outdated Unreal C++ codebase to adhere to updated standards, resulting in a successful port from Unreal Engine 4 to Unreal Engine 5.
- Collaborated with other engineers to identify issues and room for optimization, and researched and implemented solutions in Unreal C++ and Blueprints.

## Education

### University of Southern California

BS Computer Science (Games)

MS Computer Science