

Daniel Yu

Technical Sound Designer

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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”.

Projects

Skijoring

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

Spectrum

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

flavor of warmth

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

HOMECOMING

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

DuoQ

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

Liminal Pop

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

Iron Testament

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

Momentum

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

Sorelle

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

Unnamed Surgeon Game

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

Boo's There?

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

Bone Boy

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

Experience

Sound Design Intern

Amazing Seasun 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- Refactored a large, outdated Unreal C++ codebase to adhere to updated standards, resulting in a successful port from Unreal Engine 4 to Unreal Engine 5.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