Weiqin Yang

Video Editor

| 236-334-5186 | weiqinyangsound@gmail.com | Vancouver, BC |

Summary

- Creative video editor focused on creating videos that combine visual rhythm with impactful audio.
- Skills: Davinci Resolve, Premiere Pro, After Effects, Reaper, Pro Tools

Experience

YouTube Content Creation

John Speaks – Writer, Host, Video/Audio Editor
2025-Present

- Writes, hosts, and edits videos that explore gaming, technology, and creative topics
- Finishes post-production in Davinci Resolve, handling A-roll/B-roll sequencing, color grading, motion graphics, and sound design to deliver high-quality content
- Handles complete production workflow, including camera operation, lighting setup, and audio recording
- Analyzes audience feedback and performance metrics to refine storytelling approach and visual style

Sound Designer for Video Games

Robo Rapture (School Project) – Technical Sound Designer and Music Composer
2024

- Designed and implemented environment sound effects using Wwise and Unity
- Composed original music for all 4 game stages as well as menus and implemented the music with Dynamic Music system
- Programmed subtitle system using Dynamic Dialogue Event
- Created Wwise Authoring plugin to import subtitle data from Google Sheets to Wwise
- Designed a game object proxy system to remap audio position, making sure sound can have proper spatialization while working with an orthographic camera
- Organized assets and resources, managed GitHub repository

XD INC. – Technical Sound Designer
2021-2023

- Optimized multiple Wwise project structures with WAAPI, including renaming, reordering asset paths, bus routing, bank assignment, etc.
- Created and maintained a set of common utilities for Wwise Authoring Tools using WAAPI and WPF, including auto switch assign, auto container creation, multi-language import, etc. with proper GUI to interact with
- Recorded and trained TTS models for dialogue generation
- Created tools using Azure Speech Service to generate temp dialogue assets
- Created tools using OpenAI Whisper to automate the audio QA process
- Communicated ideas and features with development team

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INCHI Games – Sound Designer
2021
- Designed and implemented audio assets using Unity Audio
- Worked with game designers and programmers to decide how audio features are implemented
- Recorded Foley and original audio assets
- Debugged and fixed audio-related bugs
- Performed Wwise version updates for projects using the Unity engine
- Performed resource optimizations for Wwise projects

Sound for Film

Life Sucks - Production Sound Mixer, Foley Recordist and Dialogue Editor
2024
- Edited production sound and ADR under tight time constraints while maintaining close communication with the mixer and other editor

Self-Reflection – Foley Performer, Music Editor and SFX Editor
2024
- Selected and edited music
- Edited Hard Effects

Education

British Columbia Institution of Technology
2025-Present
Diploma in New Media and Web Development

Vancouver Film School
2023-2024
Diploma in Sound Design for Visual Media

Shanghai Conservatory of Music
2015-2021
Bachelor of Music (Music Design and Production)