



Noam
Guterman
Sound Designer

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Hod HaSharon, Israel

EXPERIENCE

Sound Designer
Inception XR
05/2019 - 05/2024

- Creating and synthesizing audio content on both linear and interactive projects
- Implementing audio using in-house audio solutions, VO editing, processing, and implementation work
- Audio design and implementation of studio-based and outsourced sound effects, both creative and technical execution
- Collaborating with an audio team, design and programming teams as well as creative stakeholders to help define projects' audio needs and set appropriate schedules
- Working as a lead audio producer, taking ownership of all audio deliverables, including the dialogue team and shaping the direction of the projects audio
- Assisting with polishing and resolving sound related issues
- Working with the marketing department, aka the linear team, with cinematic presentations, aka social media posts

Sound Designer
Epic Stock Media
12/2018 - 07/2023

- Extensive knowledge and experience in field recording sessions
- Mixing and mastering bulk audio assets
- Labeling and organizing files and folders for optimal workflow
- Creating thematic Sound Effects Libraries designed specifically for video game sound designers

Sound Designer
Freelance
10/2014 - 05/2019

- Building custom interactive audio systems and integrating audio middleware to allow adaptive sound behaviors based on game parameters
- Dialog Design, from production through editing to integration
- Cutscene / Cinematic audio and linear sound design to a locked picture
- Interactive Music; Horizontal/Vertical/DSP based on game logic - game state, intensity layers, player stats, object proximity etc
- Prototyping, Testing and Debugging through all the stages of development, playing the game and doing audio QA
- Experienced in game development, touching upon other disciplines such as art, code and game design

SUMMARY

An audio craftsman with 9 years of game audio experience, covering sound design, music composition, voice over production and Unity game development

SKILLS

REAPER	Expert
Unity	Expert
Studio & Field Recording	Expert
Dialogue & Localization	Expert
GitHub, Jira, Adobe	Expert
Positive, tactful and humble	Expert
Team player, engaging	Expert
Calm, relaxed, patient	Expert
Wwise, FMOD	Expert
C#	Intermediate

LANGUAGES

English	Native
Hebrew	Native

EDUCATION

MA Sound Design For Video Games
University of Chichester
2022
Master of Arts

Game Audio & Interactive Scoring
Berklee College of Music
2016
Diploma

Audio Design & Music Production
BPM College
2014
Diploma