

Chenchen(Jonathan) Liu

Sound Designer & Game Audio Engineer

Professional sound designer with six years of experience in the sound field, a master's degree in sound designer, and a Wwise certificate user. My website is <https://www.soundliu.com/>

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EXPERIENCE

Sound Designer

Trailer Park (Dark Burn Studio)

05/2021 - Present

Los Angeles, CA

Achievements/Tasks

- Working On AAA game trailer sound design (Apex-Legends, Valorant, Fornite, New World, Horizon World, Back for Blood)
- Using UE4&5 to capture and edit game audio.
- VO recording for client and create immersive sound.
- Editing, mixing, and mastering by Pro tools and Wwise.
- Client includ SEGA, Meta, Riot, Epic, EA, Warner and Amazon game.

Game Audio Engineer

Reworld Game LLC

02/2021 - 06/2021

Achievements/Tasks

- Sound Designer for various multimedia and video game projects.
- Composing music for games.
- Connecting Unity and Wwise design sound effect and VO for games.

Technical Sound Designer

Gulfstream Aerospace

08/2019 - 11/2019

Savannah, Georgia

Achievements/Tasks

- Design sound interactive system with Unreal and Wwise.
- Dialogue Editing for TV show.
- Technical sound design run at game engine.
- Recording, Editing, and re-recording mixing ADR and SFX for interaction system and introduction video.
- Developing concept with UI/UX and production department.

Sound Designer and Engineer

The Neo Elite LLC

11/2019 - 10/2020

Los Angeles , CA & Washington, DC

Entertainment Company

Achievements/Tasks

- Recording and editing TV show for Warner Brother.
- Produce music and shows for Radio One DC.
- Dialogue editing, sound effects engineering, ADR, Foley and production mixing for Youtube channel.

Sound Mixer & engineer

Illinois State University(Shakespeare Festival)

05/2019 - 08/2019

Bloomington, Illinois

Achievements/Tasks

- Building audio system and mixing for shows.
- Completing setup music and dialogue through Q-lab.

Technical Sound Designer

Nanjing Dingsheng Culture and Entertainment Ltd

10/2016 - 05/2017

Nanjing China

Achievements/Tasks

- Design sound for game and website use Unreal and Wwise
- Music mixing for local artist, Jony J and Cola.

CERTIFICATES

Wwise Certificate

AES Member

SOFTWARE SKILLS

Unity

Unreal Engine 4

Wwise

Fmod

Pro Tools

Reaper

iZotope RX

Logic

Cubase

Ableton Live

Final Cut Pro

iZotope Ozone

Premiere

audition

Microsoft Office

SKILLS

Game Audio

Dialogue Editing

ADR and Foley

Python

Sound Effect Engineering

Signal Processing

Multichannel miixing

Team Leading

Linear Editing

Scoring pictures

MIDI

Music Composon

Blueprinting

EDUCATION

MFA in Sound Design

Savannah College of Art Design(SCAD)

09/2018 - 03/2021

GPA 3.8

Courses

- Game Audio Design
- Scoring to Picture
- Signal Processing
- Production Mixing
- ADR and Foley Recording
- Sound Effects Editing
- Dialogue Editing
- Surrounding Sound Mixing

BA in Sound Design and Engineering

Communication University of China Nanjing

09/2013 - 06/2017

GPA 3.12

AWARD

Interacative sound system for Gulfstream Aerospace Company (08/2019 - 11/2019)

- Linear sound editing using Wwise connect with Unreal.

Indie Short Film Winner 2020

- It's Been So Long

Oniros Film Award Winner 2019

- A Time of Us

Winning Best short film award at Shenzhen Film Festival(2017) (01/2016 - 02/2016)

- Color of the Past