Yun Chen Tsai

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EXPERIENCE

Film Sound Designer - Outsider, Columbia College Chicago – Chicago, IL   January 2025 – May 2025
- Designed and recorded sound effects to support the narrative and emotional tone of an independent short film
- Collaborated weekly with the composer and filmmaker to review cuts, adjust timing, and refine sound direction
- Edited and layered Foley recordings to enhance realism in character actions and environmental cues
- Synchronized audio elements with visual edits to ensure pacing and transitions were cohesive

Modular Synth Composer - Petal Hour, Boston, MA   March 2025 – April 2025
- Designed and performed an ambient piece using Eurorack and Make Noise Shared System for a studio recital
- Created organic sound textures (e.g., water, birds) through modular synthesis
- Recorded and resampled Erhu and other sound assets in real time to build layered textures

Game Sound Designer - Smoke Break! (Award-Winning Game), USC – Los Angeles, CA   November 2024 – May 2025
- Designed sound effects for characters, and creating immersive soundscapes for four extended levels
- Recorded and processed custom sound assets to achieve a unique texture identity for the game.
- Collaborated weekly with the game developer to align audio with creative and technical goals

Audio Technology Assistant, Berklee College of Music – Boston, MA   May 2023 – August 2025
- Maintained and organized industry-standard studio equipment for optimal functionality and inventory control
- Supported numerous students with software, hardware, and assignment-related issues
- Assisted supervisors with employee management and coordination of team responsibilities

Freelance Sound Designer – Remote – Los Angeles, CA   May 2023 – Present
Game Audio
- Deliver high-quality audio content for multiple indie games under tight deadlines
- Manage assets and keep audio within performance budgets (CPU, memories), and optimize loudness to prevent spikes
- Collaborate closely with developers, 3D artists, and composers to ensure sounds aligned with gameplay and narrative goals
- Implement SFX/ambience/UI in UE5/Unity + Wwise (RTPCs, States, Switches, bus/aux routing, spatialization)

Interactive & Live Audio
- Develop interactive patches in Max/MSP or modular synthesizers responsive to MIDI and real-time performance
- Built custom synthesis patches and sample-based instruments for original sound assets
- Integrate acoustic instrument like the Erhu with procedural sound design to blend acoustic and electronic textures

EDUCATION

Berklee College of Music – Boston, MA   September 2021 – August 2025
- Bachelor of Music in Electronic Production and Design, Specializing in Video Game Sound Design
- Berklee World Tour Scholarship, Women in Game Audio Scholarship
- Related coursework: Audio for Virtual Reality, Audio Implementation for Video Games

SKILLS

- **Audio Software:** Reaper, Pro Tools, Cubase, Ableton Live, Logic Pro, FL Studio, Finale, Dorico
- **Game Engine and Middleware:** Unity, Unreal Engine 5, Audiokinetic Wwise
- **Programming Languages:** C#, Max/MSP
- **Instruments:** Piano, Erhu
- **Languages:** Chinese (native), English (fluent)