



SU CHEN

LEVEL / SOUND DESIGNER

<https://www.chensu.org/>

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TOOLS & Middleware:

Reaper

Wwise

Protools

Fmod Designer

Fmod Studio

CRIWARE

LANGUAGE:

Python

Lua

Blueprint

ENGINE:

Unreal Engine 4/5 [EPIC]

NeoX Engine [Netease]

Unity 3D [UNITY]

PROFESSIONAL SOUND DESIGN EXPERIENCE

As the **main sound designer** responsible for SFX production and implementation in **6 mobile projects and 1 PC project**.

As the **voice recording supervisor** responsible for CP communication, recording session arrangement, localization, casting, recording monitor, and other related jobs in **20+ projects**.

SOUND DESIGN PROJECTS

Green Glass - Wwise, NeoX Engine, A Netease Mobile Game

- Produce all cold weapon sound effects for the main character and bosses.
- All SFX assets Wwise Implementation.
- Voice recording supervision & post-production.
- **Won the Best Sound Effect Prize in the 4th IMGA China.**
- For specific information, please visit: <https://www.chensu.org/greenglass>

Creative Destruction - Wwise, NeoX Engine, A Netease Mobile Game

- Responsible for weapon sound design and CP communication.
- Auro 3D plugin is used to create the precise sound location.
- All SFX assets Wwise Implementation.
- Voice recording supervision.
- For specific information, please visit: <https://www.chensu.org/createdestruction>

Epic of Tia – Fmod Designer, NeoX Engine, A Netease PC Game

- Responsible for two characters' design and CP communication.
- All SFX assets Implementation.
- Voice recording supervision & post-production.
- For specific information, please visit: <https://www.chensu.org/epicoftia>

Throne and Thorns – Fmod Designer, NeoX Engine, A Netease Mobile Game

- Responsible for all heroes' voice design and post-production.
- All SFX assets Implementation.
- Voice recording supervision.

Rules of Survival – Fmod Designer, NeoX Engine, A Netease Mobile Game

- Responsible for some weapon and UI sound effects.
- All SFX assets Implementation.

EDUCATION

2021 – 2023 [2 yr.]

Master of Interactive Technology in Digital Game Development, Specialization in **Level Design**
@SMU Guildhall

2012 – 2015 [3 yr.]

Master of Fine Arts, Specialization in **Film Sound Design**
@Beijing Film Academy