HAFEED JRAYBEE

AUDIO DESIGNER

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Summary

Passionate Sound Designer with **4+** years of experience in game development and sound design. **Shipped 1 Indie title** (KoroNeko). **Worked on two unannounced AAA titles**. Proficient in foley recording, dialogue editing, sound design, and audio implementation. Eager to embrace a new challenge to further grow my skills and contribute to more awesome games.

Skills

- **Software & Programming Skills:** Unreal Engine 5, Blueprints, Metasound, Unity, C#, Wwise, FMOD, Reaper, Pro tools, Nuendo, Izotope RX, GitHub, Viusal Studio, Soundminer, Blender, Davinci Resolve, Google Sheets.
- **Creative and Technical Skills:** Field Recording, Mixing, Dialogue Editing, Foley, Dolby ATMOS, Ambisonics, Synthesizers, Phaseplant, Audio Spatialization, Audio Cleaning, Audio Restoration.

Work Experience

Nomadroid, Saudi Arabia - (Remote)   *JULY 2022 - PRESENT*
Sound Designer, Technical Sound Designer, Composer

- Shipped an indie game on Nintendo and PC as an Audio Designer, Technical Sound Designer, and Composer.
- Responsible for the sonic vision of all games throughout the development process, starting from R&D.
- Implemented and programmed sounds using Unity, C#, and Wwise.
- Composed music for a variety of levels and cutscenes.
- Shipped two game jam titles as an Audio Designer and Technical Sound Designer.
- Managed audio assets and music cue sheets for various projects using Google Sheets.
- Developed and implemented audio systems.
- Planned and troubleshot audio systems with game designers and programmers.

344 Audio, United Kingdom - (On-Site)   *NOV 2023 - SEP 2024*
Intern Audio Designer, Sound Effects Editor, Dialogue Editor, SFX Libraries Creator

- Worked as a Foley Mixer on two unannounced AAA game titles, covering over eight characters.
- Created and designed sword combat sound assets for one unannounced AAA title.
- Designed six sci-fi sound effect libraries using synthesizers and an electromagnetic microphone. Re-edited existing libraries into game-ready assets and published them on the Unity Asset Store and Unreal Marketplace.
- Dialogue editing, ambience design, and SFX editing for multiple linear media projects, including a major UK TV show.
- Foley mixing for one TV show and two documentaries.
- Cleaned sound effects and dialogue using iZotope RX9.
- Conducted quality assurance on multiple projects.
- Attended a Creative Foley Workshop with Pete Burgis.

Aftertouch Audio, Canada - (Remote)   *2021 - 2024*
Contract Audio Designer, Sound Effects Editor, Dialogue Editor, Audio Restoration and Cleaning.

- Cleaned and restored 80% of the Master Gun Armoury Bundle sound effects library using iZotope RX8.
- Sound Effects Editor for four TV shows as a contractor.
- Dialogue Editor for one feature film.
- Foley Recording and Audio Design for one advertisement.

Noisy Post, Australia - (Remote)   *2021 - 2024*
Contract Foley Artist, Sound Effects Editor.

- Foley Artist, Foley Mixer, and Sound Effects Editor for four feature films, two short films, and two pilot episodes.

Mouayed Film, Libya - (On-Site)

Contract Full Audio Post Specialist

NOV 2019 - MARCH 2023

- Full audio post-production for the "Takharif" series across multiple roles: started as a Boom Operator, was promoted to Location Sound Mixer, and then handled full audio post for two seasons.
- Managed and trained four Location Sound Trainees and Assistants while supervising daily tasks and overseeing project management.
- ADR Sessions.
- Field recording for a variety of vehicles.

Freelance Projects

AMPHIBIOUS HEART (Technical Sound Designer) - Volunteer

May 2024 - Present

- Audio Implementation using UE5, Blueprints and Wwise
- Implemented and built audio and music systems for a small indie project.

Project Labyrinth (Audio Designer & Technical Sound Designer) - Volunteer

June 2024 - Present

- Designing all the audio assets for the project including multiple guns and creatures.
- Implementing and building systems using Unity, C#, Wwise

Education

Leeds Beckett University — MA Sound Design

SEP 2023 - SEP 2024

- Focused primarily on mixing for surround sound and audio spatialization, including Ambisonics and binaural audio integration for games.
- Designed, edited, and mixed four short films and one feature film in 7.1 surround sound.

University of Sabha — BSc Computer Science

JUNE 2016 - JUNE 2019

- Studied programming languages including C++, C#, HTML, and JavaScript.
- Final project involved designing a fully functioning website.