

WEN DU

SOUND DESIGNER

◦ DETAILS ◦

wobbledotsound@gmail.com

◦ LINKS ◦

wobbledot.com

[YouTube: Wobble Dot](#)

[LinkedIn](#)

[GitHub: doraisawesome](#)

[IMDb](#)

◦ SKILLS ◦

Protools

Reaper

Wwise/Fmod

JavaScript

Max/Msp

Python

C#

Git & Perforce

★ EXPERIENCE

Game Audio

VitaCore: Audio Lead, Sound Recordist, Sound Designer

Team-based multiplayer first-person shooter game

- Created audio design document
- Led audio team in design and implementation of assets using Wwise and Unreal
- Co-created voice over scripts with game team
- Directed and recorded VO for all characters
- Mixed game in 5.1

Celeste-Movement Simulation

Implemented audio to the Unity project created by Mix and Jam by using Unity API

- Added C# scripts to integrate sound to character movements
- Utilized randomization for character footsteps

Random SFX Generator

Combined multiple layers of sound randomly to generate new sound effects in Max/MSP

- Retrieved audio samples from local file system using Node.js API
- Created a component with Max/MSP objects to load samples in random order and playback simultaneously

Foley Recordist, Big Foot Foley

September 2020 — Present

Recorded Foley for feature films and series for streaming platforms such as Netflix and Hallmark

Teaching Assistant, VFS

June 2020 — Present

Foley Recordist, Sharp Sound Studio

February 2020 — May 2020

Post-Production Sound

The Legend of the Condor Heroes (JiuYin): Sound Designer, SFX Editor

Boxed: Sound Designer, SFX Editor, Re-recording Mixer

In Paradise: ADR Recordist, Dialogue Editor, Foley Artist, Foley Editor, Re-recording Mixer

Hermanas: Foley Artist, Foley Editor

Mario + Rabbids Kingdom Battle (Re-Design): Sound Editor, Sound Designer and Re-recording Mixer

- Re-created characters movements in professional Foley studio
- Worked with talents in professional ADR recording studio
- Edited production and ADR under tight time constraints while maintaining close communication with mixer and other editors
- Designed and edited sound effects through sampler and processing with plugins to desired results
- Completed 5.1 mix

Digital Design & Motion Design, VFS

Walls: Sound Designer, Sound Effects Editor, Sound Mixer

- Designed sound effects that representing both the abstract and the realistic side of the designer's concept and story line

Location Sound, VFS

Hermanas:

Sound Mixer, Boom Operator, Sound Assistant

- Practiced technique to hide lavalier microphone in different wardrobe without interfering sound quality
- Practiced booming technique to ensure clean on-set dialogue
- Generated timecode and sync devices using Lokit box
- Mixed location dialogue using Sound Devices 633 to ensure balanced and clean dialogue recordings

Frontend Web Development, Global Relay

Global Relay Web Portal

A responsive and interactive customer-facing web application integrating messenger, contacts, email service and email archiver for major global financial companies

- Developed app using JavaScript, HTML, CSS, JavaScript Framework (ExtJs, ReactJs), CSS Preprocessors (Sass)
- Performed code reviews with Atlassian Stash
- Wrote unit test (Jasmine JavaScript testing framework), and maintaining automation test (JUnit)
- Created Npm localization tool
- Worked under Agile Methodology & SCRUM
- Worked with JavaScript task runner (Grunt)

Quality Assurance Analyst, Global Relay

- Wrote test cases for new features in each sprint
- Performed manual test according to test case description and update test result on Jira and TestLog
- Performed regression test before product release date
- Raised bug ticket on JIRA with detailed description
- Prepared and maintained technical documents

EDUCATION

Diploma in Sound Design for Visual Media, Vancouver Film School, Vancouver

February 2019 — February 2020

Bachelor of Applied Science, Simon Fraser University, Burnaby