




Thanh Tran

SOUND DESIGNER | GAME AUDIO

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 [Linkedin](#)

[Showreel](#)

EXPERIENCE

● **Sound Designer (Volunteer) - [Astrarium Games](#)**
September 2024 - Current

Volunteering to record sound assets for a couple of games. Documenting assets and working with different disciplines to create what they need.

● **Sound Designer - [Sleepy Swans Studios](#)**
April 2024 - Current

Creating sound effects, field Recording, dialogue recording, sound mixing and game audio implementation for the game One Minute To Close. Showcasing the game at in person events and gathering feedback.

● **Audio Designer - [Warner Bros Discovery Access x Rocksteady](#)**
October 2022 - March 2023

Pitching ideas to Rocksteady Studios and Warner Brothers Discovery while learning about game engines and creating new audio assets with different microphone techniques.

● **Sound Recordist - [Licklemor Productions](#)**
April 2022 - August 2022

In charge of the sound equipment and communication on shoots. Recording audio and help set up microphones with interviewers and presenters. Keeping cameras in sync with timecode and ingesting footage for the show "The Other Art Show".

ABOUT ME

Thanh Tran is a sound designer from London, England. After finishing the Warner Bros Discovery Access x Rocksteady programme, Thanh has been creating new sound libraries from field recording and recording Foley for smaller game projects. Currently working on the game One Minute To Close as a sound designer.

EDUCATION

● **Kingston University**
2014 - 2018
BA Creative Music Technology

● **BSIX College**
2012 - 2014
BTEC Music Technology - D:M:M

SKILLS

Sound Design	Field Recording
Foley	Sound Mixing
Asset Implementation	Voice Over Recording
Video Editing	

LANGUAGES

English UK	Vietnamese
Native	Limited

SOFTWARE

Reaper, Logic Pro X, Unreal Engine, Unity, GODOT, Wwise, FMOD, Vegas PRO, Davinci Resolve, Github