Thanh Tran

SOUND DESIGNER I GAME AUDIO

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in <u>Linkedin</u> <u>Showreel</u>

EXPERIENCE

Associate Sound Designer - <u>Spliced Inc</u>.

February 2025 - Current

Recording and creating sound effects for the audio team, talking to different departments, learning game engine systems, implementing with audio middleware, assigning tasks and completing them using Jira. Documenting and keeping track of assets.

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 - <u>Warner Bros Discovery Access x</u> 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 - <u>Licklemor Productions</u>

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 an Sound Designer and an Associate Sound Designer in a AAA project for Spliced Inc.

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