

Daejeon, South Korea
hrkaudio@gmail.com
hrkaudio.com
[linkedin.com/in/hrkaudio](https://www.linkedin.com/in/hrkaudio)
[Instagram.com/hrkaudio](https://www.instagram.com/hrkaudio)

SKILLS

SFX Editing
Dialogue Editing
Music Editing
5.1 Film/Game Mixing
Game Audio Implementation
Spatial Audio
Foley Recording
ADR Recording
Location Recording
Version Control Management
Project Management
Leadership
Facilitation

Software

DAWs

- Pro Tools (5 Years)
- Reaper (3 Years)

Audio Middleware

- Wwise (5 Years)
- FMOD (3 Years)

Game Engines

- Unity (4 Years)
- Unreal Engine (3 Years)

C# Authoring (2 Years)
C++ Authoring (1 Year)
Python Authoring (1 Year)
UE Blueprints (2 Year)

- Metasound

iZotope RX (3 Years)
Git (3 Years)

Hojune Ryan Kwak

I specialize in sound effects editing, game audio implementation, and team management. I design impactful sounds that leave deep impressions on the audience. I create fluid game audio integration systems for video games with a multitude of tools from the bottom up or top down.

Work History

Freelance — Post-Production and Game Audio

September 2021 - Current

Created SFX assets and implemented them in indie games

Edited dialogue and SFX for short films

PurrfectPace Interactive — Audio Lead

2023 May - Current

Led a team of 5 sound designers and composers, while coordinating with game designers on a speed-running game, *Meowmentum Mori*.

Created SFX assets, implemented them with Unity and FMOD, and mixed the game.

Neon Express — Sound Design/Technical Audio

2023 January - 2023 May

Created SFX assets and implemented FMOD Events using FMOD API in Unreal Blueprints and mixed the game.

Optimized and debugged FMOD event behavior.

Republic of Korea Army — Conscripted Service Member

September 2019 - June 2021

Served 2 years as per the requirements of a male Korean citizen

JoyCity Corporation — Intern

June 2017 - August 2017

Edited promotional videos for the company's video games

Created title cards and graphics for advertisement videos and banners

EDUCATION

Vancouver Film School, Vancouver, BC *Diploma in Sound Design*

September 2021 - August 2022

University of California, San Diego, San Diego, California *BA in Visual Arts: Media & Minor in Business*

September 2015 - June 2019

Certifications

Pro Tools 101

Wwise-101

Wwise-201

Wwise-251

Wwise-301

LANGUAGES

Korean & English

Citizenships

South Korea & USA

PROJECTS

Meowmentum Mori(2023-)

Sound Design/Game Audio Implementation

As the audio lead, designed SFX assets for a speed-running game and implemented them with FMOD API, Unity, and C#. Authored an alternative sidechaining system to improve upon FMOD's native sidechaining system to give the audio team more control over the mix. Notably, *Meowmentum Mori* won "Best Student Project" at the 15th Unity Awards.

Eros Wept(2023)

Sound Design/Game Audio Implementation

As the audio designer, designed SFX assets for an H.R. Giger-inspired microgame and implemented with Unity and FMOD.

Neon Express(2023)

Sound Design/Game Audio Implementation

Designed SFX assets for a 3D platforming game and implemented them with FMOD and Unreal Blueprints.

High Steaks(2023)

Sound Design/Game Audio Implementation

Designed SFX assets for a 1st person action game and implemented them with FMOD and Unreal Engine.

AudioMail(2023-)

SFX Editing/Sound Design

Creating a piece of sound design every day and publishing it to Instagram and Soundcloud.

Dad to the Bone(2023)

Sound Design/Game Audio Implementation

Designed SFX assets for a top-down cooperative horde-slayer game and implemented them with FMOD and Unity.

Not Raised By Wolves(2022)

Game Audio Redesign/Sound Design/Game Audio Implementation

Redesigned the audio design of a video game with a team by creating sound assets in Pro Tools and Reaper and implementing them with Wwise and Unity. Also created a spatial audio system using Wwise's AkRooms

