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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
Teamwork & Communication

Software

DAWs

- Pro Tools (5 Years)
- Reaper (4 Years)

Audio Middleware

- Wwise (5 Years)
- FMOD (4 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)

- Metasounds

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

SoulCraft Games — *Technical Audio Lead*

February 2024 - Current

Implemented audio assets in Unreal Engine 5 using Metasounds.

Coordinated with the team's sound designers and principal game designer to realize the project's audio vision.

PurrfectPace Interactive — *Audio Lead*

2023 May - Current

Leading a team of 4 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, authored a sidechaining system using C#, 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(2024)

Sound Design/Technical Audio

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.

Eros Wept(2023)

Sound Design/Technical Audio

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/Technical Audio

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

High Steaks(2023)

Sound Design/Technical Audio

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/Technical Audio

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/Technical Audio

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