



VOLKAN ERDEN

SOUND DESIGNER

Portfolio

www.volkanerden.com

Contact

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Skills

- Foley
- Sound Synthesis
- Recording/Mixing/Mastering
- Game Audio Implementation
- Game Development
- Music Production

Software

- Pro Tools
- Ableton
- Logic Pro
- Wwise
- FMOD
- Unity
- Unreal

Language

- English
- Turkish

Summary

Professional sound designer with 6 years of experience in audio production. Enthusiastic and creative, with expertise in audio principles, foley, editing, recording, and mixing. Has a deep understanding of DAWs, microphone techniques, and a solid foundation in programming and game engines.

Work Experience

Sound Designer | 2024

Ace Games

- Sound design for cutscenes, ambience, UI, puzzle and other elements
- Implementing audio tools / API for the development environment

Contract Sound Designer | 2023

Holago Games

- Sfx editing and sound design for animations/transitions
- Composing background music

Sound Technician | 2022

GOBAVO

- Recording voice-over artists for dubbing and localization

Live Sound Engineer | 2020

Nardis Jazz Club

- Coordinating sound reinforcement systems for live performances

Recording Engineer | 2018

Babajim Istanbul Studios

- Assisting recording sessions

Education

Istanbul Bilgi University | 2017-2021

Music - BA

Berklee College Of Music | 2013-2016

Contemporary Writing and Production - BA

- Dean's List 2013 Fall

Certification

Harvard University | 2023

CS50x - Introduction to Computer Science

Gamelab Istanbul | 2022

Game Development With C++