JASMINE JIA

AUDIO DESIGNER

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Vancouver, Canada

I am an audio designer who has been working in the AAA game industry for almost 7 years.
I have a master's degree in Digital Media, and bachelor's degree in Recording Art.
My specialties includes sound design, sound implementation, post audio production, dialogue editing/mastering, interactive music system.
I am a highly-motivated, self-driven and creative individual who believes in attention to detail and creating the best the sound quality possible.

EXPERIENCES

AUDIO DESIGNER
Jan 2019 - Present

Relic Entertainment - CA

- Age of Empire IV
- Interactive music system, campaign mission music scripting

AUDIO ARTIST II
Dec 2017 - Dec 2018

Electronic Arts Canada - CA

-PvZ: battle for neighborville | Character, weapon and ability sound design
-Game object emitters
-Sound implementation in Frostbite engine 3

AUDIO ARTIST I
Sept 2016 - Sept 2017

Electronic Arts Canada - CA

- Need for Speed: Payback: World ambiencesound,
- Tyres surfaces, Helicopter, Nitros Sound Design
- Sound implementation, creating sound patches in Frostbite engine 3

AUDIO DESIGNER
Jan 2013 - Sept 2016

THE COALITION (MICROSOFT) - CA

- Gears of War 4 audio design (Level audio moments, Weapon, Creature, Foley, Ambience)
- Audio implementation in Wwise and Unreal Engine 4
- Responsible of partial dialogue editing, VO recording/processing
- Location sound at Mocap Shoots

EDUCATION

MASTERS OF DIGITAL MEDIA
Sep 2011 - June 2013

CENTRE FOR DIGITAL MEDIA (UBC, SFU, EMILY CARR, BCIT)
CDM is a first jointly credentialed academic program which focuses on interaction design, game design and web design. It is the first professional graduate program in digital media to be offered in Canada

BACHELOR OF RECORDING ART
Sep 2007 - July 2011

COMMUNICATION UNIVERSITY OF CHINA
Ranked No.1 in media education, It is the top universityin China offering recording art study

SKILLSET

- Game Engine: Unreal 4 | Unity | Frostbite
- Audio Middleware: Wwise, FMOD
- DAWs: Reaper, Ableton Live, Pro Tools
- Plugins/VST: iZotope, Soundtoys, Waves, FabFilter, Sonnox Oxford, Native Instruments
- Foley/Field Recording
- Additional: Piano (Grade 10), Advanced Music Theory, Advanced Harmony