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 10 years.
I have a master's degree in Digital Media, and bachelor's degree in Recording Art.
My specialties includes sound design, sound implementation, sound recording,
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

SENIOR AUDIO DESIGNER
Mar 2021 - Present

HoYoverse (MiHoYo) - CA
- Unannounced AAA open-world project
- Leading combat sound direction, weapon sound design, concepting and planning

AUDIO DESIGNER
Mar 2020 - Mar 2021

Phoenix Labs - CA
- *Dauntless:* Supporting live content update
- Behemoth VO/Weapon sound design and implementation in UE4/Wwise
- General Emote, Arrival, UI sound design

AUDIO DESIGNER
Jan 2019 - Mar 2020

Relic Entertainment - CA
- *Age of Empire IV:* Interactive music system
- Campaign missions music design and implementation

AUDIO ARTIST II
Sept 2016 - Sept 2017
Dec 2017 - Dec 2018

Electronic Arts Canada - CA
- *Need for Speed: Payback*: World ambience, Tyres rolls/skids, Helicopter, NOS
- *PvZ: battle for neighborville* | Character, weapon and ability 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* (Level audio moments, Weapon, Creature, Foley, Ambience)
- Audio implementation in Wwise and UE4/Wwise
- *Gears of War:Ultimate Edition*: Cinematic Sound Post
- 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