

Timothy Kim

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Personal Summary

Experienced in sound design and audio post-production, with a strong foundation in game audio and interactive media. Skilled in creating immersive soundscapes, integrating audio assets into development pipelines, and delivering high-quality sound across diverse recording environments. Proven ability to collaborate effectively, adapt to new challenges, and bring creative innovation to projects.

Skills

- Sound/Audio Design: Sfx, Music, Cinematic, Film
- Software: Pro Tools, Ableton Live, Reaper, Unreal Engine, Wwise, Perforce, GitHub
- Language: English, Korean
- Recording: Music, Dialogue, Foley, Studio/Live, Field
- Mixing & Mastering, 5.1, Dolby Atmos

Experience

Freelance

April 2025 to Current

Sound Designer

- Sound design for games (SFX, ambience, foley, UI).
- Implemented audio assets using Wwise and Unreal Engine & specialized in dynamic and procedural ambience system (Audiokinetic Plug-ins & DSPs, and Audio scripting; UE5 blueprints)
- Collaborated with small game developers, and between the audio team and other departments for project alignment.

Game Sound Con

October 2025 to October 2025

Conference Assocate

Burbank, CA

- Supported the organization of a cross-disciplinary network of game audio professionals, helping to create a smooth and engaging experience for all.

Berklee College of Music

August 2023 to December 2023

Lead Audio Engineer

Boston, MA

- Spearheaded assessment of optimal recording techniques, from microphone selection to placement, console and studio signal flow, session setup and protocol, and live recording.
- Collaborated effectively with students and faculties on diverse music projects.

Education

Berklee College of Music

September 2024

Bachelor of Music | Electronic Production And Design & Music Production And Engineering

Boston, MA

-Highlight of Coursework-

Digital Audio Production & Design: Foley, dialogue, sound design, and Dolby atmos.

Game Audio Production & Implementation: Game audio workflows in game engine, and implementing audio assets using middleware (Wwise & FMOD) and Unreal Engine.

Websites & Social Links

- www.linkedin.com/in/timothy-kim-b199a42b5
- <https://timkimsound.com/>