

XIAOMENG (SUSAN) ZHONG

SOUND DESIGNER, TECHNICAL SOUND DESIGNER, SOUND ARTIST

CONTACT

✉ zhong0xm@gmail.com

🌐 xmzhong0v0.com

📍 Encino, CA

EXPERTISE

Sound Design (Linear, Interactive, AR&VR),
Technical Sound Design, DSP, Dialogue
Editing, Audio Post Production, C#

TOOLS

ProTools, Reaper, AbletonLive, LogicProX,
Unreal, Unity, Wwise, Max/MSP, Csound

EDUCATION

Berklee College of Music 2020-2024

Bachelor of Music

Major in Electronic Production and Design
Specialize in Video Game Sound Design

UC Santa Barbara 2024-2026

Master of Science

Major in Media Arts and Technology

REFERENCES

Steve Johnson

📞 (815)644-2911

✉ stevejohnson360@gmail.com

Dr. Richard Boulanger

📞 (774)488-9166

✉ rboulanger@berklee.edu

Pam Aronoff

📞 (323)632-2083

✉ paronoff@riotgames.com

JeanLuc Sinclair

📞 (646)283-3280

✉ jcohen11@berklee.edu

LANGUAGES

Chinese - Native English - Fluent

PERSONAL STATEMENT

As a sound designer, I work collaboratively with artists, developers, and producers to create personalized and custom audio design. To every project, I bring my musical artistry, my technical expertise, and my unique sonic vision.

EXPERIENCE

Invisible Artforms - Contractor

2024-Present

- Sound Designer / Technical Sound Designer
- Created audio assets and implementation in Unreal Engine 5 as part of a team on AAA game

Freelance - Sound Designer

2022-2024

- Used various DAWs to design sound, foley and voice over for multiple student projects across USC, University of Utah and MIT.
- **Syke** - Collaborated with a 31 person capstone team from University of Utah to create and implement sound effects in Unreal Engine 5
- **Lake Minnewaska** - Collaborated with a 38 person capstone team from USC, worked as a sound design lead to develop a sonic style; create ambiances and sound effects using Reaper; clean and mix dialogue using Izotope; implement using Wwise and Unity, and mastered all assets within the final release
- **The Veiled Ones** - Collaborated with a 45 person capstone team from USC, created ambience and sound effects using Reaper
- **Boat Train** - Worked under a 7 person development team, creating and implementing 97 unique sound effects within the Unity-based game over 2 months.
- **MIT** - Created procedural audio system using Csound and Unity for visually impaired skiers

Tangible Future Co. - Contractor

2023

- Designed synthesized sound effects, foley and voice over for various facial expressions and emotions conveyed by the robot - **LOOQ**, a smartphone AI meant to mimic a pet.

Berklee Sound Design Network - Co-leader

2023-2024

- Organized events including field recording sessions, foley recording sessions, critical listenings etc.
- Supervising sound design for club members

ACHIEVEMENTS

Berklee Women in Game Audio Award Spring 2023

- Awarded Women in Game Audio award for the Spring 2023 semester by faculty decision.

Dean's List

- All semesters

Presenter

- Sound Scene Festival - Showcased MAX/MSP based installation at the Smithsonian Hirshhorn Museum
- International Csound Conference 2024 - Delivered Paper & Installation in Exploring Interactive Composition Techniques with CsoundUnity and Unity