

Xikang (Dan) Wang

| danw3ng@gmail.com | [Website](#) |

INDUSTRY EXPERIENCE

Sound designer | [Kuro Games](#)

2025.8 - Present

- Sound Designer on [TGA Award - winning](#) game: [Wuthering Waves](#).
- Shipped 6 major updates, owning the design and implementation of an immersive ambient system, reverb system and level sound effects pipeline.
- Strong working proficiency with Unreal Engine + Wwise integration, version control (Perforce/Git), and sound design DAWs.

EDUCATION

Berklee College of Music | Boston, MA

2018.09 - 2025.05

Double Major: Electronic Production & Design | Music Production & Engineering

Double Minor: Audio Post-production | Sound Design for Video Games

- GPA: 3.8/4.0
- Awards: MP&E Product Award, (Issued by McDSP)

SKILLS

- Software: Pro Tools, Wwise, Unreal Engine 5, Unity, Perforce, Git, Ableton Live, iZotope RX
- Programming Language: C++, C, C#.
- Recording: Field, Music, Dialogue, Live, Foley, Studio.
- Mixing: Music, SFX, Dialogue, Ambisonic, Surround, Dolby Atmos.
- Foley: Performance, Recording, Editing.
- Language: English (Fluent), Chinese (Native).

PROFESSIONAL EXPERIENCE

Sound Designer & Technical Sound Designer

2024.01 - Present

Indie Game Projects (4 Titles)

- Serving as sole Sound Designer and Technical Sound Designer for [4 indie video games](#), designing 2000+ original SFX in Protools, and implementing dynamic systems via Wwise & Unreal Engine 5, Unity.
- Collaborate with game directors, producers, and editors from the University of Wisconsin-Stout and Fitchburg State University for video game projects. Serve as Audio Director and Sound Designer. Design and direct audio for indie games on PAX East.
- Architected a 1000+ Sound Effects Libraries for films and interactive media, experienced in field recording, audio edit and processing. Using iZotope RX and UCS system to create industry standard sounds.

Audio Programming

- Passionate in Audio Programming with C++ for game audio.
- Developed multiple audio plugins for Unreal Engine, integrating Wwise WAAPI. Including: [Spline Spatial Audio](#) System, Item Collision Audio System. and using them in indie game development.

Post Production

2020.05 - 2021.05

Film Mixing Engineer | Columbia University Projects

- mixed [two short films](#) for Columbia University student project, Utilizing Dolby Atmos and Avid S6.

Music Production

2021.05 - 2023.06

Audio Engineer | MaxTeam Beijing

- Directed live sound engineering for 10+ artists/bands, serve as Audio Engineer and session manager.
- Worked at Cloud 9 Live House for 6 months as Live Sound Engineer. Engineered for 30+ bands and artists of different genres and sizes.

Orchestra Recording | Berklee College of Music

- Orchestrated recording session for a 70 people orchestra using Neve 88RS console, also serve as Recording Engineer and Protools Ops.