

Tanay Jain

Music Composer & Audio Designer

<https://eigomusic.wixsite.com/tanay>

Objective:

Dedicated and creative Sound Designer with a strong background in Music Composition, Sound Design, and Audio Mixing. Eager to contribute my skills and passion for immersive audio experiences to a dynamic gaming studio.

Professional Experience

Ogre Head Studios - Game Audio Trainee | April 2023 - October 2023

- Worked closely with Game designer and game developer to create and implement audio assets for video games.
- Assisted in the development of audio concepts and contributed to the overall sound design process.
- Created and maintained a sound design document for the whole team to collaborate and work efficiently on the project.

Barren Sound - Studio Assistant | May 2024 - July 2024 (Internship)

- Expanded my knowledge in different fields of audio such as recording for instruments, vocals and field/foley recordings.
- Worked on game projects on Unity & Unreal Engine.
- Explored Scripting for Unity in C#.

Freelancing in Game Audio | 2023 - Present

- Worked with game studios and game developers to understand their vision and requirements, translating ideas into compelling audio experiences.

EDUCATION

Flying Chords Academy | Music Composition, Sound Design, and Audio Mixing

- Acquired in-depth knowledge of music composition, sound design principles, and advanced audio mixing techniques.
- Developed a keen understanding of the role of sound in creating immersive experiences.

KPB Hinduja College | Bachelor of Science in Information Technology (BscIT)

- Gained a solid foundation in Information Technology, enhancing problem-solving and analytical skills.
- Programming knowledge in languages such as C# and Python.

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SKILLS

Audio Production: Proficient in using softwares such as **Ableton Live**.

Sound Design: Ability to create and implement sound effects that enhance gameplay and storytelling.

Music Composition: Skilled in composing original music that complements the thematic elements of video games.

Technical Proficiency: Understanding of audio engineering principles and familiarity with game development processes & Audio Middleware softwares such as **Wwise & Fmod**.

Programming: Having an IT background helps me grasp scripting to implement sounds in game engines such as Unity.

SOFTWARES

- **Ableton Live**
- **Fmod**
- **Wwise**

GAME JAM EXP

Frosty Cabin / Cozy Winter Jam 2023 : <https://zedzee.itch.io/frosty-cabin>

Sumo Baby / Global Game Jam Mumbai 2024: <https://mudasir1.itch.io/sumo-baby>