

# ZHIYONG MIKE LI

Composer, Sound Designer



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## OVERVIEW

- Creative composer and sound designer with an extensive experience in producing original music and sound effects for visual and interactive medias.
  - Professional Chinese Flute Player with over 10 years of performing experience.
  - Highly Proficient in audio implementation, industry standard audio software programs & studio technology setups.
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## EDUCATION

### 2017 - 2022 Berklee College of Music (Boston, MA)

- Bachelor of Music, Major in Film Scoring and Electronic Production & Design
  - Minor in Video Game Scoring
  - GPA: 3.5 (Dean's List, Berklee Achievement Scholarship)
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## WORK EXPERIENCE

### Assistant Sound Designer, Sound Lab a Keywords Studio - Burbank, California 07/2022-Present

- Worked on Sound Design for various video game projects.
- Managed assets and responsible for asset deliveries to clients.
- Translator for meetings with Chinese clients, translated meetings & documents into Chinese and English.
- Responsible for studio maintenance, project tracking and studio equipment tracking.

### Technical Sound Designer, Dream Machine (VR Multimedia Experience) 01/2022-Present

- Designed sound effects using software & hardware synths, foley & effect plugins.
- Designed an Interactive live performance system in Unity.
- Implemented sound and music into Unity Project using Wwise.

### Lab Assistant, Berklee College of Music - Boston, Massachusetts 09/2021-05/2022

- Supported 15+ music technology lab-classrooms across campus. Monitored lab use during lab time.
- Tested and maintained studio equipments, troubleshooted hardwares and softwares.

### Game Audio Design Intern, Tencent Games - Shanghai, China 06/2021-09/2021

- Designed rhythm scores using IBMSC and Unreal Engine.
- Edited music and sound effects using Pro Tools.
- Implemented rhythm scores and audio into Unreal Engine.

### Game Audio Intern, Hexany Audio - Los Angeles, California 02/2019-06/2019

- Recorded Chinese Flute for various video game projects.
- Designed custom Kontakt Instruments for composer's use.
- Assisted composer in Orchestral Recording Sessions, prepped scores & session files.

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## SELECTED AWARDS & CERTIFICATES

- Mar 2018: Film Score "Please" - Nominated for Best Original Score in AAHS Film Festival.
- Audiokinetic Wwise Certifications:
  - Wwise 101 - Wwise Fundamentals
  - Wwise 201 - Interactive Music
  - Wwise 301 - Wwise Unity Integration

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## SKILLS

Digital Audio Workstation (DAW) — Pro Tools, Logic Pro, Ableton Live, Cubase

Notation Softwares — Sibelius, Finale

Video Editing Softwares — Adobe Premiere Pro, After Effects, Final Cut Pro

Game Audio — Unity, Wwise, FMod

Audio Scripting/Coding — C#, MaxMSP, Reaktor

Version Control Softwares — GitHub, Git, Perforce

Instruments — Dizi, Xiao, Piano, Ocarina, Shakuhachi

Language: Chinese (Native), English (Fluent)

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## DEMO REEL

Sound Design Demo Reel: <https://www.youtube.com/watch?v=MczTZvdvdek>

Music Demo Reel: <https://www.youtube.com/watch?v=UPirJf7eQ5Y>