MI RA KIM

Game Sound Designer

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Jukjeon-dong, Suji-gu, Yongin-si, Gyeonggi-do

SUMMARY

An experienced sound designer with a foundation in film sound, beginning as a sound editor and ADR operator for 57 films at a professional film studio. Transitioned to the game industry, gaining experience as a sound designer for casual, puzzle, and RPG titles. Currently responsible for sound design for social casino slot machine games, sound production for multiple Unity-based casual games, and team operation management.

EDUCATION

Korea National University of Arts, School of Film, TV & Multimedia

M.F.A. in Sound Design
2002 – 2004

Korea National University of Arts, School of Film, TV & Multimedia

B.A. in Cinema Studies,
1998 – 2002

SKILLS

- Voice actor direction, voiceover recording, and ADR editing
- Sound design using libraries, virtual instruments, MIDI, and synthesizers
- Monster and character sound design
- UI, musical SFX, and jingle sound design
- Cinematic trailer sound design, production, and mastering
- Unity audio system design and implementation

CORE COMPETENCIES

- Meticulous audio editing skills honed by working as a dialogue editor on more than 50 films.
- Expertise in establishing and refining sound development processes for numerous game projects, acquired while scaling the department from a solo designer to three teams of 14 members.
- Extensive experience and design know-how in creating game sound effects for a wide variety of genres.

PROFESSIONAL EXPERIENCE

Sound Team Lead
DoubleU Games | 2015 – Present
- Established the company's sound production infrastructure from the ground up as its first sound designer.
- Design audio systems, handle hands-on production, and manage sound development schedules for multiple game projects in Unity.
- Lead sound design for casual games and promotional videos.
- Manage sound resources and project schedules using Confluence and Jira.

Sound Designer
NTREEV SOFT | 2007 - 2015
- 2014–2015 ｜ Lead Sound Designer for Wanna Be a Summoner.
- 2013 ｜ Designed sound for unreleased titles (dating sim, Monopoly-style game, Puzzle Pangya) and for released games Clickr (Steam) and Rolling Kongs (Mobile).
- 2010–2015 ｜ Produced audio for regular content updates for Pangya, Trickster Online, Alicia, and Pro-Baseball Manager.
- 2011 ｜ Created monster SFX, ambient sounds, and event SFX for Power Rangers Online.
- 2007–2009 ｜ Designed monster-related action, effects, voices, and ambient sounds.

Editor, Recording Engineer
LIVETONE | 2004 - 2007

- Contributed to a total of 57 feature films as a dialogue editor, ADR mixer, and SFX editor at LIVETONE, a premier Korean film sound studio.
- Dialogue Editor: A Bittersweet Life, A Dirty Carnival, The Restless, A Moment to Remember, and more.
- ADR Mixer: The Legend (TV series), Shadows in the Palace, The Eleventh Mom, Punch Lady, and more.
- SFX Editor: The Host, Antarctic Journal, April Snow, The Wig, and more.