

Education

New York University Steinhardt; New York

Master of Music in Music Technology

Coursework: Game Audio, Audio for Games

and Immersive Environments, 3D Audio

2018-2020 [3.7 GPA]

Thesis: *The design and test of a VR*

experience that replicates the auditory environment of a firefighter on duty through spatial audio technologies

Santa Fe University of Art and Design; Santa Fe, NM

Film (Exchange), 2015-2016

Istanbul Bilgi University; Istanbul, Turkey

Bachelor of Arts in Film and Television, 2012-2016 [3.2 GPA]

Honor Graduate

Certificates

Unreal Engine C++ Developer: Learn C++ and Make Video Games

Udemy online course, completed on 09/07/2020

Proficiencies

Digital Audio Workstations | Reaper, Pro Tools, Ableton, Audacity, Logic Pro

Audio Middleware & Plugins | Wwise, Steam Audio

Game Engines | Unreal Engine 5, Unity

Implementation | Unity C#, Unreal Metasounds & Blueprints, spatial/3D audio

Plug-ins | Native Instruments, Arturia, Soundtoys, Krotos, FabFilter, Eventide, Fabfilter, Waves,

Phaseplant, iZotope, Valhalla, Xfer, Audiothing, Tonstrum, Beatsurfing, oeksound, SSL, VCV

Software | Sononym, Perforce, Visual Studio, Adobe Premiere Pro, Jira, Slack, MS Office

Instruments | Guitar (advanced), synthesizer (advanced), piano (intermediate)

Other Skills | Electronic music composer & producer, foley, field recording, recording

engineer, editor/mixer, Dolby Atmos

Experience

Level Ex, Remote (New York)

Sound Designer (2021-2023), Senior Sound Designer (2024)

September 2021 - December 2024

Level Ex is a leading company in the medical games field. For the majority of my time here I was the whole of the audio department which gave me increasingly more responsibilities beyond sound design. I worked on all stages of the audio pipeline from design, soundtrack production, implementation to mix down on over 30 titles for a variety of well known clients in the medical field and beyond such as NASA. Towards 2024 I became the head of the department and led projects that cut down on our implementation time, brought Spatial Audio into our arsenal for VR/AR and helped schedule the audio department availability for the foreseeable future.

Self-Employed, Istanbul, New York

Sound Designer, Mixing Engineer, Audio Dialogue Recorder, Set Mixer, Tutor, DJ

January 2012 - Current Date

I started working as a freelance set mixer and and sound designer for shorts in college. I worked as audio engineer in live music and events. I worked as one of the sound designers on Ouchhh's Datanova which was later on exhibition in a prestigious New York gallery. In 2018 I moved to United States and kept working alongside my studies at NYU. I worked on a live jazz album by Michiel Borstlap and Sibel Kose as mixing engineer, recorded ADR for a film and worked as set mixer for a couple more projects. I taught electronic music production courses privately. I DJ'ed in Istanbul throughout 2017 and I continue to do so in Brooklyn since 2022.

Riot Games, Istanbul

Broadcast Audio Mixing Engineer

January 2018 - April 2018

Fresh out of my internship at ABT Post Production (ads for Turkish Airlines alongside other staple brands) I had the opportunity to work as Broadcast Audio Mixing Engineer on the official Turkish League of Legends stream. I was responsible for mic'ing and mixing the casters and the overall quality of audio. My time here was brief as I received my Green Card and made the decision to move to United States with aims to pursue a career in Game Audio.

ABT Post Production, Istanbul

Audio Post Production Intern

October 2017 - November 2017

I interned at ABT Post Production, a post production house that mostly worked with film, tv and ads for global brands such as Turkish Airlines. I interned under the audio team and learned about the audio post-production workflow.