SUNGHA HONG

Seattle, WA | sungha.audio@gmail.com

Sound Design Portfolio:
http://sunghahong.com/

WORK EXPERIENCE

ProbablyMonsters, Bellevue, WA - 3 years 3 months
SENIOR SOUND DESIGNER, Apr 2024 - Present
SOUND DESIGNER, Nov 2022 - Apr 2024

- Owned multiple audio features while designing and implementing sounds for character abilities, combat, UI, interactable objects, etc. for original IPs using Unreal Engine 5, Wwise, and Reaper
- Collaborated closely with audio leads and cross-disciplinary teams to support gameplay systems and combat-focused audio mixing
- Quickly adapted to new audio workflows by transitioning from Wwise to UE5 native audio system, following a studio-wide pipeline shift

ArenaNet, Bellevue, WA - 2 years 6 months
SOUND DESIGNER, Aug 2021 - Nov 2022
ASSOCIATE SOUND DESIGNER, May 2020 - Aug 2021

- Designed and implemented sounds for microtransaction items, props, skills, open-world events, ambience, Foley, etc. for critically-acclaimed MMORPG Guild Wars 2
- Represented as Audio POC (Point-Of-Contact) for Festivals and Seitung Province + Guild Hall map content in 3rd expansion release
- Solved technical audio issues and fixed audio bugs through basic scripting in proprietary game engine

Hexany Audio, Los Angeles, CA - 3 months
SOUND DESIGN INTERN, Jun - Aug 2019

- Designed and implemented sounds for mobile, PC, and VR games using Wwise and Pro Tools
- Assisted team on active projects through audio QA, editing dialogue and Foley, capturing animations and gameplay, updating asset trackers, asset organization/generation, metadata tagging, and music/audio editing

INDUSTRY CONTRIBUTIONS

- Volunteer mentor for Game Audio Diversity Alliance
- 2020 Xbox Women in Gaming Game Changer

GAME CREDITS

Guild Wars 2 (MMORPG) - ArenaNet - *Sound Designer*

Ire: A Prologue (narrative horror) - ProbablyMonsters - *Senior Sound Designer*

Storm Lancers (co-op, rogue-like) - ProbablyMonsters - *Senior Sound Designer*

PULSAR: Lost Colony (co-op space exploration) - Leafy Games - *Sound Designer*

Honor of Kings (MOBA) - Tencent - *Audio Editor*

Terminator: Guardian of Fate (VR) - VRstudios - *Music Editor*

Celeste: Farewell (platformer) - Maddy Makes Games - *Cellist*

Tree of Savior (MMORPG) - IMC Games - *Game Audio Coordinator, Cellist*

EDUCATION

Berklee College of Music
Boston, MA

Bachelor of Music in Electronic Production & Design, Minor in Sound Design for Video Games

Co-leader of Berklee Sound Design Network (organizer, regular lecturer, and peer-training tutor)