

SUNGHA HONG

Seattle, WA | sungha.audio@gmail.com

[Sound Design Portfolio Link](#)

EXPERIENCE

ProbablyMonsters, Bellevue, WA

SENIOR SOUND DESIGNER, Apr 2024 - Present

SOUND DESIGNER, Nov 2022 - Apr 2024

- Designed and implemented sounds for character abilities, UI, creatures, interactable objects, in-game Foley, etc. for game projects using Unreal Engine 5 (Blueprint, MetaSound), Wwise, and Reaper
- Worked closely with audio lead and other disciplines to establish and enhance sonic identity of new IPs
- Provided mentorship to junior team members, sharing expertise in sound design and Foley recording techniques

ArenaNet, Bellevue, WA

SOUND DESIGNER, Aug 2021 - Nov 2022

ASSOCIATE SOUND DESIGNER, May 2020 - Aug 2021

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

Hexany Audio, Los Angeles, CA

SOUND DESIGN INTERN, Jun - Aug 2019

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

ACHIEVEMENTS

Volunteer mentor for Game Audio Diversity Alliance

Xbox Women in Gaming Game Changer + Xbox Asians in Gaming Scholarship (GDC 2020)

GAME CREDITS

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

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

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

PULSAR: Lost Colony (co-op space exploration) (Leafy Games) - Sound Designer, Audio QA

Terminator: Guardian of Fate (VR experience) (VRstudios) - Sound Designer, Music Editor

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

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

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

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)