

LIAM WONG

SENIOR SOUND DESIGNER Email: liam@liamwongsound.com

I am a passionate, innovative sound designer with a focus on interactive media. I have been creating immersive audio experiences for over a decade while working with the industry's best and brightest. My work spans a variety of genres on all major platforms.

EXPERIENCE

Senior Sound Designer Next Level Games	Vancouver, BC, Canada June 2006 - Present
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Sound Designer/Composer/ Re-recording Mixer Temperance St. Productions	Vancouver, BC, Canada March 2009 - Present
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Sound Designer/Composer Inspirado Games	Vancouver, BC, Canada July 2010 - March 2011
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Sound Designer/Composer Ear-Shot Studios	Vancouver, BC, Canada May 2008 - July 2008
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SOFTWARE

Audiokinetic Wwise, Avid Pro Tools, Native Instruments Komplete Bundle, Sound Toys, MCDSP, Waves, Perforce, Visual Studio

SHIPPED TITLES

Metroid Prime: Federation Force	Nintendo 3DS	Nintendo, 2016
Luigi's Mansion: Dark Moon	Nintendo 3DS	Nintendo, 2013
Captain America: Super Soldier	PS3, Xbox 360	Sega, 2011
Transformers: Cybertron Adventures	Nintendo Wii	Activision, 2010
Jungle Speed	Nintendo WiiWare	Playful, 2009
Spider-Man: Friend Or Foe	Xbox 360, PS2, Nintendo Wii	Activision, 2007

SKILLS

Cinematic and In Game Sound Effects Design and Mixing
Audio Systems Design and Implementation
Music Supervision
Dialogue Recording and Asset Management
Sound Effects Recording
Audio Memory and Performance Optimization

EDUCATION

Sound Design For Visual Media
Vancouver Film School

Vancouver, BC, Canada
May 2005 - May 2006