

YUN HO (YIN HE)

GENERAL INFORMATION

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CAREER OBJECTIVE

To secure a creative position:

- that challenges my skills in sound design, editing, recording, mixing, and implementation
- that harnesses my ability to use sounds to tell stories and to create immersive experiences
- that expands on my experience working creatively with people from various cultures and disciplines
- in a dynamic team that aims to create innovative & inspiring new work

SOUND DESIGN WORK (SELECTED)

Game	(i)	<i>Dead Rivals</i> , Action MMORPG by Gameloft (Beijing)	2018
	(ii)	<i>Assassin's Creed IV: Black Flag</i> , Action-Adventure game by Ubisoft (Singapore)	2013
	(iii)	<i>Saint Seiya Online</i> , 3D MMORPG game by Perfect World (China)	2011
	(iv)	<i>Waker</i> , puzzle platform game by Singapore-MIT Gambit Game Lab (Singapore)	2010
	(v)	<i>Battle Song</i> , action game by Atomic Gaming Innovations (Singapore)	2010
	(vi)	<i>Ching Chillas</i> , 3D slots game by Atomic Gaming Innovations (Singapore)	2009
	(vii)	<i>Music Box</i> , music game designed by self, in collaboration with Robert Allaire(USA)	2009
	(viii)	<i>Mice'pace Maze</i> , game installation by SoundGameSpace(USA)	2008
CG / Animation	(i)	<i>黑熊阿墨</i> , animation by David Chao (Taiwan)	2014
	(ii)	<i>Pig Box 菊花小箱</i> , animation by David Chao (Taiwan)	2012
	(iii)	<i>圣斗士</i> , trailer for MMORPG game by Perfect World (China)	2012
	(iv)	<i>倚天屠龙记</i> , trailer for MMORPG game by Perfect World (China)	2011
	(v)	<i>PEM</i> , trailer for MMORPG game by Perfect World (China)	2011
	(vi)	<i>新梦幻诛仙</i> , trailer for MMORPG game by Perfect World (China)	2011
	(vii)	<i>笑傲江湖之决战江湖</i> , trailer for MMORPG game by Perfect World (China)	2010
	(viii)	<i>完美国际资料片</i> , trailer for MMORPG game by Perfect World (China)	2010
	(ix)	<i>Echoes</i> , animation by Nicole Emmons (USA)	2010
	(x)	<i>Lifeline</i> , animation by Andres Salaff (USA)	2009
Live Action	(i)	<i>Igloo</i> , narrative film by Michelle Dean (USA)	2009
	(ii)	<i>To Live and Dine</i> , narrative film by Sebastian Stenhøj (USA)	2009
	(iii)	<i>Replanting</i> , documentary film by Yejin Ko (Korea)	2008
	(iv)	<i>Termite Queen</i> , narrative film directed by C. Andrew Hall (USA)	2007
Theatre	(i)	<i>The Reptile Under the Flowers</i> , puppetry performance directed by Janie Geiser (USA)	2009
	(ii)	<i>Forgotten World</i> , multi-media play directed by Laurie Carlos (USA)	2009
	(iii)	<i>Someone in Florida loves me</i> , play directed by Chi-Wang Yang (USA)	2008

Selected Festival Screenings/ Awards

[**Lifeline**] 2010 Student Academy Award, London Sci-fi Festival, Aniwo Beijing 09 [**Incongruent Body**] San Francisco Women's Film Festival 09, Women's International Film Festival Florida 09, San Diego Women's Film Festival 08, SoCal Indie Film Festival 08, Lite Brite Test 08, Readymade Film Festival 08 [**KIDA!**] CalArts Producer's Show 08 [**Doodle Beats**] KCET's Festival of Student Film, Fine Cut, 09, CalArts Producer's Show 08 [**Hollywood**] CalArts Film Video Showcase 08 [**Bottled**] Winnipeg International Film Festival 08, Fallbrook Film Festival 08, Women's International Film Festival Florida 08, George Lindsey UNA Film Festival 08, Sacramento International Film Festival 08, Connecticut Film Festival 08, Lyon Asian Film Festival 07, Annual Austin Asian Film Festival 07, 6th New Media Festival in Seoul 07, Rockport TX Film Festival 07, San Diego Asian Film Festival 07, Resfest 07, Hardacre Film & Cinema Festival 07 [**Butterfly Dreams**] UCLA Short Takes Festival 07 [**The One Ear Journey**] The Create Awards 07

PROFESSIONAL WORK EXPERIENCE

Senior Sound Designer – Gameloft (Beijing) Aug 2016 – May 2018

Responsibilities: Design, edit, implement and mix game audio assets for Action MMORPG games. Hire and train junior sound designers in Beijing.

Work Reference available on request from: Mei Dong Sheng (Game Director), Jorge Peirano (Audio Director), Martin Courcy (Composer)

Senior Sound Designer – Babeltime (Beijing) Jul 2014 – Aug 2016

Responsibilities: Design, record, edit, and implement game audio assets for sci-fi themed combat strategy games (cancelled). Train and lead a team of junior designers.

Work Reference available on request from: Tan Beilin (Art Director/ Game Producer), Tian Yi (Audio Manager)

Senior Sound Designer – Ubisoft (Singapore) Sep 2012 – Jul 2013

Responsibilities: Design, record, edit, and implement game audio assets for action adventure game – Assassin's Creed IV: Black Flag and worked specifically on the harpooning activity. Create and manage audio design documents.

Work Reference available on request from: Aldo Sampaio (Audio Director), Cristian Astudillo Fagundo (Technical Designer)

Sound Designer – Perfect World (Beijing) Oct 2010 – Mar 2012

Responsibilities: Design, record, edit, implement and mix game audio assets for 3D MMORPG based on Japanese animation Saint Seiya. Design, edit and mix sound for various CG game trailers. Directed composers to create music score. Create and manage audio design documents.

Work Reference available on request from: Jin Zhen (Audio Director), Tian Yi (Audio Editor), Nan Jingbo (Composer)

Senior Interactive Sound Designer - Atomic Gaming Innovations (Singapore) Oct 2009 – Mar 2010

Responsibilities: Design, record, edit and implement game audio assets for 3D slots, action and puzzle game. Directed and co-ordinated with composers to create music elements. Create and manage audio design documents. Design and install audio system for the sound studio.

Work Reference available on request from: Paul Poh (Director), Daniel Chng (Co-Director), Daniel Sim (R&D Director)

Sound Designer, Editor & Re-recording Mixer – Freelance

Sep 2006 – Nov 2010

Responsibilities: Design the audio elements for live action and animated films. Edit dialogue, foley, background and other sound effects. Engineer and direct ADR, voice over, foley, and music recording sessions.

Work Reference available on request from: Andres Salaff(Director), Sunha Yoon(Director), Jian Lee(Director), David Chao (Director)

Sound Assistant – Danetracks Inc. (West Hollywood)

Jul 2008 - Jan 2009

Responsibilities: Edit, prepare, and master sound effects for sound library. Phasing dialogue tracks to ensure sync. Assist in the recording of foley effects. Tag and prepare sessions and cue sheets for final mix sessions. Edit gunshot effects for short film project.

Work Reference available on request from: Dane Davis (Director), Nancy Barker (1st Assistant), Stephanie Flack (ADR Supervisor), Francine Taylor (Intern Manager)

Recording & Transfer Engineer – CalArts (Valencia)

Sep 2006 - May 2009

Responsibilities: Engineer ADR, voice over, foley, and music recording sessions for student and alumni films. Assist Professors in Sound classes including coaching students on use of Pro Tools and Sound Devices. Transfer audio for films between any professional format and provide telecine services. Ensure sync and timecode are maintained between transfers and provide pull-down/up operations when necessary.

Work Reference available on request from: Craig Smith (Faculty- Film), Jon Gottlieb (Faculty – Theatre)

MANAGEMENT EXPERIENCE (SELECTED)

Video Producer – P'Art 1 Design Pte Ltd (Singapore)

Aug 2013 - Oct 2013

Responsibilities: Engage a creative team and work with the director and designers to ensure high quality of projected video content for Vision 2013, a multi-media performance.

Work Reference available on request from: Priscil Poh (Creative Director), Jason Phua (Compositor)

Curriculum Co-ordinator – Theatre Training & Research Programme (Singapore)

Jul 2003 - Aug 2006

Responsibilities: Supervision and monitoring of curriculum progress, facilitation and management of student productions, providing teachers with teaching support and assisting with English - Mandarin translation.

Work Reference available on request from: T. Sasitharan (Director), Goh Su Lin (General Manager)

Production Stage Manager/ Sound Designer – Various Theatre Companies (Singapore) Dec 1998 – May 2003

Responsibilities: Production and stage manage, as well as sound design for various theatre productions on a freelance and occasional full time capacity. Communicate with directors, designers and working with production personnel to ensure artistic conceptions are realized and kept within production budget. Projects include Coffin too Big for the Hole – the double bill, directed by Krishen Jit, for Singapore Arts Festival 2000 as well as various other stage productions by Action Theatre, Dream Academy, Arts theatre of Singapore and more.

Work Reference available on request from: Claire Wong (Director), Ivan Heng (Artistic Director), Felina Khong (Producer), Ekachai Uekrongtham (Director)

FORMAL EDUCATION

Awarded CalArts
Scholarship & MDA
Scholarship.

California Institute of the Arts (CalArts)
Master of Fine Arts – Sound Design & Integrated Media

USA
2009

Nanyang Technological University (NTU Singapore)
Bachelor of Accountancy

Singapore
2002

SKILLS

Audio Software: Reaper, Nuendo, ProTools (Plugins: Waves, Altiverb, Speakerphone, Izotope) Live, Reaktor, Reason, Audition, Sound Forge, Soundminer
APIs/ Software: Wwise, Fabric, Unity, Unreal Engine, DirectSound
Show Control: Meyer Sound/ LCS Matrix Show Control, Cuestation, Qlab
Others: Max/MSP, Isadora, Flash/ Actionscript, Pascal, BASIC
Hardware: Sound Devices 744T, Radio Microphones, Instrument and VO Microphones, Digidesign HD/003/M-Box, Meyer Sound speakers, Hardware Pre-amps/limiters (Neve/UA/etc)
Instruments: Flute, Shakuhachi; Keyboard, DrumKat, MalletKat (basic)
Languages: English, Mandarin & Cantonese