

Berrak Nil Boya

Technical Sound Designer /
Multidisciplinary Audio Artist /
Software Developer

PROFESSIONAL SKILLS

Technical Audio Design

Designing and implementing audio systems based on the game engine and/or audio middleware that is being used, whether it is Wwise, Fmod, Unreal Engine or Web Audio API

Music Composition / Sound Design

With a formal education background in classical music, and years of experience with sound design, I am quickly able to prototype test cases for every level of fidelity during a development cycle, and even create final products with original sound design and custom music.

Programming

Thanks to my professional background as a web developer and my curiosity, I am quickly able to go through a new codebase, and work on integration side by side with the programming team. I can script/code new solutions or where needed I can be the bridge between audio and programming teams to assess the feasibility of an audio implementation method.

Documentation and Production

Due to my academic background and also working as a self-directed and self-motivated artist and a freelancer for years, I am very meticulous about documenting my processes, making sure cross-disciplinary collaboration and onboarding processes are accessible to all, and also writing/recording educational and informative material where necessary during a development cycle.

CONTACT

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PROFILE

I am a multidisciplinary audio artist, a software developer, a classically trained musician and a musicologist, who loves to work in the interaction of arts and technology.

After a few decades-long career in music, academia, and web development, these days I prefer to build audio systems for video games, and create online learning materials and interactive artworks, by using code, original sound design and music.

EXPERIENCE

K5 FACTORY (SEPTEMBER 2023 - NOVEMBER 2023)

Working on the official Oktoberfest VR Game supported by the Bayern Government, as a technical sound designer. Working with Unity, FMOD, Steam Audio and Google Resonance stack, to be shipped with Meta Quest 2 or later. Creating, testing and implementing audio solutions, sound effects and music to be used in social VR.

ZA/UM STUDIO (MAY 2022 - JUNE 2023)

As the first permanent audio person to have been recruited by the studio, I was the audio lead for two unannounced projects (one in Unity + Wwise and another in Unreal Engine 5), I also took part in establishing a new audio department for the company, implemented and documented best practices in cross-collaborative teams from an audio context, and served as the company's main audio systems designer, and made crucial technical and aesthetic decisions where needed. I also took part in hiring new personnel, writing audio design documents, sharing game audio processes with other departments for transparency and educational purposes.

OAK NATIONAL ACADEMY (NOVEMBER 2021 - APRIL 2022)

As a frontend engineer I worked on improving the already available online classroom and teachers hub implementation, in close collaboration with design and UX teams. I also took part in implementing new features such as timed quizzes, and updating and refactoring the design system components for the government funded UK organization.

"TIDES, OR AN INEVITABLE UNFOLDING" (AUGUST 2021 - JUNE 2022)

Collaborating with sound artist Pedro Oliveira on a web based piece for ZKM Karlsruhe, responsible for web audio conceptualization and implementation.

EDUCATION INNOVATION LAB (JULY 2021 - OCTOBER 2021)

Worked on the public workshop pages for the Digital Sparks app, using the latest React.js features and modern CSS techniques.

DRAKNEK ORG (JANUARY 2021 - MARCH 2021)

Re-design and development of the Draknek Limited website.

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GAME AUDIO PROFICIENCY

Unreal Engine 4/5

- MetaSounds
- Quartz
- Blueprints
- Sound Cues

Unity

- Audio implementation in-engine audio or using middleware integration

Wwise

- 9 Years of experience, created one of the first Unity/Wwise integration tutorial series, worked as an Audio Systems Designer on an AA/AAA project that uses it
- Able to use it comprehensively, from callbacks, to spatialization techniques to debugging via Profiler

FMOD

- 9 Years of experience, shipped mobile game with it, and worked on a Unity/FMOD based AA project for the past year as an audio lead

Reaper

- 8 Years of experience with it, my main sound design DAW
- Python scripting, batch processing, able to setup and use FMOD + Reaper and Wwise + Reaper integrations
- Using it as a sound library database via Media Explorer and Databases

Other

- Comprehensive usage of audio related software such as iZotope RX, Adobe Audition, FX plugins and VSTs such as FabFilter, AudioThing, SoundToys etc.
- Field recording experience
- Creating and updating Asset Trackers and Game Audio Design Documents
- Extensive use of Jira, Confluence and others collaborative production software.
- Fluent in JavaScript, HTML/CSS
- Able to work with C#
- Beginner proficiency in C++ (UE based)
- UX/UI Design experience
- Special attention to Accessibility

PRATER DIGITAL (AUGUST 2020 - DECEMBER 2020)

Worked as the creative & technical director for the cultural office of Berlin, and designed and developed [a WebVR room using Mozilla Hubs](#).

APPLE INC. (FEBRUARY 2019 - MARCH 2020)

Frontend engineer, responsible for rewriting several React.js components in Vue.js, in addition to working closely with the design and UX team on implementing new features for the [SwiftUI Tutorials](#) website.

GATSBY INC. (JULY 2018 - SEPTEMBER 2018)

Design and development of several new pages for the showcase section of the Gatsby v2 website.

TRAVIS CI GMBH (DECEMBER 2017 - APRIL 2018)

Worked on the Travis web application as a frontend developer.

SOUNDMINER INC. (MAY 2017 - MAY 2018)

Created the web application version of their audio file management software using React/Redux.

TRINT (NOVEMBER 2016 - FEBRUARY 2017)

Worked as a React consultant, built components with React and Sass to be used in the new UI of the Trint web app.

GROUPBY INC (SEPTEMBER 2016 - DECEMBER 2016)

Worked as a Frontend developer/consultant to create and implement responsive page designs for mobile devices.

COMPOSER AND SOUND DESIGNER | WEE TAPS (2015-2016)

Created the sound design and music for the new Wee Taps game jingles.

COMPOSER, SOUND DESIGNER, IMPLEMENTER | LAVA FEVER (2014-2015)

Created and implemented all music and sound effects for the game. Used FMOD as the audio middleware and worked with Unity.

FREELANCE FRONTEND WEB DEVELOPER (2014-...)

Creating websites for clients using the latest web technologies and best practices.

T.A. AND LECTURER IN HUMANITIES COURSES | SABANCI UNIVERSITY (2011-2016)

Taught courses titled Major Works of Classical Music and Major Works of 20th Century Music.

LECTURER IN HUMANITIES COURSES | MIMAR SINAN FINE ARTS UNIVERSITY (2011-2012)

Taught courses titled Opera History, Contemporary Music and Film Music.