

Deniz Tuglu

TECHNICAL SOUND DESIGNER

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Summary

Technical Sound Designer with 5+ years of experience architecting audio pipelines for Unity and mobile platforms. Specialized in building C# tools, optimizing CPU/memory budgets for scalable audio systems, and bridging the gap between creative design and engineering constraints.

Experience

Jollify Games | Sound Designer | July 2022 – October 2025

Established the centralized audio pipeline and led asset creation for a growing studio, collaborating across all departments to standardize workflows for implementation, optimization, and asset management.

- Designed and implemented scalable audio architectures for mobile titles, ensuring high fidelity within strict memory and CPU budgets.
- Scripted custom audio behaviors in C# to support dynamic gameplay features, reducing dependency on core engineering resources.
- Created technical documentation and style guides to standardize audio implementation across multiple concurrent projects.
- Collaborated directly with engineering teams to develop custom audio tools and workflows, bridging the gap between artistic goals and technical feasibility.

Shipped games:

- Block Breakers (Mobile) - February 2025
- Hold The Line (Mobile) - March 2023

Skagen Studio | Technical Sound Designer | Jan 2020 – July 2022

Technical Sound designer in an art studio that produced 3D, 2D and sound assets for video games. The studio delivered audio and implementation for 4 indie titles.

- Established the studio's complete audio pipeline from pre-production to final mix, selecting tools and defining naming conventions/folder structures.
- Optimized asset compression and streaming settings to maintain performance across PC hardware configurations.
- Led technical integration of audio assets into Unity, utilizing FMOD for complex interactive music and adaptive SFX systems.

Shipped games:

- Solitude: UTSS-4005 (Video Game, PC) - December 2024
- Dungym (Video Game, PC) - July 2023
- Cyber Vector (Video Game, PC) - October 2022

Education

- Vancouver Film School | Sound Design for Visual Media | March 2025 – February 2026
 - [Not Raised By Wolves \(Video Game, PC\)](#) | [Technical Sound Designer](#) | [December 2025](#)
 - [Sandman: Nolan \(Movie\)](#) | [Dx – Mx Mixer](#) [December 2025](#)
 - [Look Up \(Movie\)](#) | [Sound FX Editor](#) | [December 2025](#)
 - [Empty House \(Movie\)](#) | [Sound FX Editor](#) | [October 2025](#)
- Yeditepe University | Coursework in Psychology

Skills & abilities

Software: C#/Python | Unity/Unreal (BP) | Max/MSP | Wwise/Fmod | Perforce/Git | Nuendo/Reaper | Jira/Confluence | MS Office | Premiere

Languages: Turkish (Native) | English (Fluent) | German (Conversational)

Certification

[Codecademy](#) | [C++ Certificate](#) | [March 2024](#)

Projects

[Dynamic Engine Controller \(WebGL / Unity\)](#) | A real-time audio sandbox demonstrating data-driven audio.

- Developed a custom C# controller that calculates RPM and Load values from player input curves and exposes them to FMOD to drive granular engine synthesis.