Deniz Tuglu

Technical Sound Designer

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SUMMARY

Technical Sound Designer with 5+ years in game audio, including 3+ years as the sole audio designer at a mobile game studio. Takes audio from creation to shipped build on PC and mobile in Unity with FMOD and Wwise: sound design, C# implementation, memory optimization, and mixing. Credits include Block Breakers (100K+ downloads on Google Play), Not Raised By Wolves (rated Very Positive on Steam), and Solitude: UTSS-4005 (top 5 on itch.io's Popular page). Currently completing an Advanced Diploma in Technical Arts at BCIT.

EXPERIENCE

Jollify Games | Sound Designer Jul 2022 – Oct 2025

Mobile game studio | Remote, full-time

- Sole audio designer at a 20-person studio; owned audio from creation to implementation on 2 shipped titles plus unreleased prototypes.
- Created and implemented 250+ sound assets (SFX, UI, music, and marketing audio) for Block Breakers, which reached 100K+ downloads on Google Play.
- Kept each title's audio footprint under ~15 MB by tuning compression, loading, and streaming settings per sound category for iOS and Android.
- Built a C# audio manager that drove FMOD events from gameplay code, so new sounds could be hooked up with minimal engineering support.
- Built a C# pooling and preloading system that loaded sounds ahead of busy gameplay moments, avoiding load spikes during effects-heavy scenes.
- Wrote the audio style guide and naming conventions, and collaborated with engineers and designers to keep implementation consistent across concurrent projects.

Shipped: Block Breakers (Android, 2025; iOS via TestFlight) | Hold The Line (Android, 2023; since delisted)

Skagen | Co-founder & Lead Sound Designer Jan 2020 – Jul 2022

Freelance creative collective producing 2D, 3D, and audio assets for clients

- Recording engineer and composer for Project Malazan, a 25-minute TV pilot: handled all audio post-production and wrote the original score (watch).
- Composed music and produced audio for the collective's Patreon, which released free weekly maps, music, and assets for tabletop and digital RPGs (31 posts).
- Owned the collective's Instagram: planned the content calendar and directed a visual artist across 47 posts promoting the Patreon.
- Set up the collective's audio pipeline: tool selection, naming conventions, and folder structure.

GAME AUDIO PROJECTS

Not Raised By Wolves | Technical Sound Designer Oct 2025

Vancouver Film School | Unity, Wwise | Steam page

- Third-person shooter released free on Steam for PC; rated Very Positive (97% of 99 reviews).
- One of two technical sound designers on a 5-person audio team; owned all Wwise implementation and optimization, integrating ~100 of the game's 131 audio assets.
- Drove gameplay audio with RTPCs, States, and Switches; managed SoundBanks and used the Wwise Profiler to keep CPU and memory use in budget.
- Designed the bus structure, side-chaining, and attenuation setups, and mixed most of the game.

Solitude: UTSS-4005 | Sound Designer (Freelance) Dec 2024

Indie sci-fi horror game | PC | Unity, FMOD | itch.io page

- Freelance role: designed the sound and built reactive audio systems in FMOD for a horror game set aboard a derelict spaceship.
- Held a top-5 spot on itch.io's Popular page for a week after release.

Interactive Engine Audio Demo 2026
Unity, C#, FMOD, WebGL | deniztugluaudio.com/demo
- Playable demo where a C# controller turns player input into RPM and Load values that drive FMOD engine layers, pitch, and crossfades in real time.
- One reusable script powers multiple ships through profiles tuned in the Unity Inspector.

Audio Asset Validator 2026
Python | github.com/deniztuglu/audio_asset_validator
- Command-line preflight tool that checks audio exports for naming, format, sample rate, bit depth, channel, and duration problems before middleware import; writes CSV reports and includes unit tests.

Game Jams 2022 – 2023
Unity, FMOD
- Sound design and FMOD implementation, including interactive music and adaptive SFX, for Dungym (2023) and Cyber Vector (2022)

EDUCATION

British Columbia Institute of Technology (BCIT) Sep 2026 – Aug 2027 (expected)
Technical Arts, Advanced Diploma

Vancouver Film School Mar 2025 – Feb 2026
Sound Design for Visual Media, Diploma
- Film credits: Sandman: Nolan (dialogue and music mixer), Look Up (sound editorial and sound design, IMDb), Empty House (sound effects editor).

Yeditepe University
Coursework in Psychology

SKILLS

Audio middleware: Wwise, FMOD Studio, Unreal MetaSounds
Game engines: Unity, Unreal Engine (Blueprints)
Programming: C#, Python, C++ (JUCE)
Implementation: RTPCs, States and Switches, SoundBank management, Wwise Profiler, bus routing and mixing, side-chaining, attenuation, sound pooling and preloading, memory and CPU optimization, interactive music
DAWs and audio tools: Nuendo, Pro Tools, REAPER, Max/MSP, Premiere Pro
Production tools: Perforce, Git, Jira, Confluence, Microsoft Office
Languages: Turkish (native), English (fluent), German (conversational)

CERTIFICATION

Codecademy | C++ Certificate | Mar 2024