

GÜNEY TAMER

SOUND DESIGNER / COMPOSER / AUDIO ENGINEER

Los Angeles / Burbank, CA • 617-515-8449 • guneytmr@gmail.com

www.guneytamer.com

[Demo reel](#)

PROFILE

Sound designer, composer, and audio engineer working across games, interactive audio, music, and post production. Sound Designer for Zoominoes; experienced in sound creation, voice and dialogue, mixing, and implementation from concept through delivery.

EXPERIENCE

MOBIUS AUDIO

Los Angeles, CA | 2022–Present

Co-Founder / Sound Designer

- Create sound design and voice-over for games and visual media.
- Implement interactive audio with FMOD Studio and Wwise in Unity and Unreal Engine.

ESDIP ESCUELA DE ARTE

Madrid, Spain

Contract Sound Designer

- Create linear sound design for animations and short films, including final mixing and mastering.

BLACK LOTUS RECORDING STUDIOS

Burbank, CA | May 2023–Present

Producer / Audio Engineer / Sound Designer

- Lead recording, editing, sound design, mixing, and mastering for music, voice-over, podcasts, and commercials; manage sessions, signal flow, quality control, and delivery.
- Create custom sounds with Foley, synthesis, layered effects, and music production techniques.

FREELANCE

Los Angeles, CA | Aug 2018–Present

Sound Designer / Producer

- Create SFX, Foley, dialogue, ambience, and music for games and visual media; prepare game-ready assets.
- Produce, record, edit, mix, and master music for independent artists.

SOUNDDOGS

Los Angeles, CA | Oct 2018–Present

Audio Editor

- Clean, edit, organize, and deliver audio for professional sound libraries.

BERKLEE COLLEGE OF MUSIC

Boston, MA | Jun 2016–Aug 2018

Lab Monitor Supervisor, Professional Writing & Music Technology

- Supported audio labs, software, equipment, electronics repair, and technical troubleshooting.

SELECTED GAME CREDITS

Sound Designer: Zoominoes, Storybook Brawl, Windfolk (PlayStation), Extreme Car Driving Simulator, and Blackstorm.

SKILLS

Game audio: Sound design, SFX, Foley, dialogue, voice-over, interactive implementation, asset QC

DAWs: Ableton Live, Pro Tools, Logic Pro, Reason, Sequoia

Game audio tools: FMOD Studio, Wwise, Unity, Unreal Engine

EDUCATION

B.M., ELECTRONIC PRODUCTION & DESIGN

Berklee College of Music | 2018

B.M., VIOLA PERFORMANCE

Dokuz Eylul University State Conservatory | 2012

Berklee: Dean's List, Roland Award, Berklee Achievement Scholarship | GPA 3.85