

# Andres Sameshima

## Junior Sound Designer | Germany

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## Profile

Gameplay-focused junior sound designer with a background in music education and live audio, specialising in interactive and gameplay-driven sound design. Highly focused on clarity, realism, player readability, and collaborative iteration. Developing technical skills in implementation and adaptive audio systems.

## Skills

**Sound Design:** Weapons, UI, abilities, environments, variations, foley recording, layering, spatial audio

**Technical:** Editing, mixing, synthesis, signal processing, asset optimisation, workflow organisation

**Interactive Audio:** Unreal Engine/Metasounds basics, Wwise basics, event logic, adaptive audio concepts

**Professional:** Collaboration, iteration & feedback, communication & cross-discipline coordination, adaptability

## Experience

**Multiplayer FPS Sound Designer** – *Reinforce Games (Freelance), Remote* – 2026 to present

- Supported the team in reaching a playable demo milestone within a tight deadline by prioritizing critical gameplay features and rapid iteration.
- Designed weapon, UI, ambience and gameplay audio focused on clarity, readability, and player feedback in competitive contexts, developed variation systems and maintained dynamic range to improve realism and reduce listener fatigue.
- Worked in iterative feedback cycles with cross-disciplinary team members and developers, refining assets based on animation, design, gameplay and technical constraints.
- Delivered organised asset structures and preview builds to support implementation in Unity.

**Live Audio Engineer** – *Los Amigos Events, Pontefract, United Kingdom* – 2022 to 2025

- Set up and operated live sound systems and performed live mixing.
- Managed signal flow and troubleshooting in real-time environments.

**Music Teacher** – *Temple Springs, Grays, United Kingdom* – 2018 to 2021

- Taught music theory, production, and instruments using structured workflows.
- Provided iterative feedback and developed listening skills in beginners.

## Education & Languages

**BA (Hons) Music Performance and Production** – *University of East London* – September 2020 to June 2024

**English** (Fluent), **Spanish** (Native), **Romanian** (Native), **German** (Basic)