

Andres Sameshima

Sound Designer | Germany

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Showreel & Portfolio: <https://www.andressameshima.com/>

Profile

Sound Designer focused on gameplay audio, with professional freelance experience and a strong background in sound design and audio production. Hands-on with Unity and FMOD implementation, collaborating with developers to iterate audio around gameplay, animation and technical constraints. Designs for gameplay clarity, responsiveness and player feedback.

Skills & Tools

SOUND DESIGN: Gameplay, Weapons, UI, Environments, Foley, Synthesis, Editing, Layering, Variation

IMPLEMENTATION: FMOD Studio, Unity, Animation Events, Gameplay Hooks, Parameters, 3D Audio, Ambient Zones, In-Game Testing

AUDIO PRODUCTION: Ableton Live, Reaper, iZotope RX, FabFilter, Soundly, Signal Processing, Mixing, Asset Optimisation

ADDITIONAL: Wwise Fundamentals, Unreal Engine Familiarity, MetaSounds Familiarity

Game Audio Experience

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

- Supported work toward a playable demo milestone within a tight deadline by prioritising critical gameplay features and rapid iteration.
- Designed weapon, UI, ambience and gameplay audio for a multiplayer FPS, with attention to clarity, readability and player feedback in competitive contexts.
- Created sound variation and refined assets around gameplay, animation and technical constraints to support believable, readable action.
- Worked in iterative feedback cycles with developers and team members; delivered organised assets and documentation to support implementation.

Unity + FMOD Interactive Audio Project | Portfolio / implementation project | 2026

- Integrated FMOD into an existing Unity game project and replaced existing Unity audio playback with FMOD events.
- Implemented and configured character and enemy audio, animation-driven sound events, gameplay event hooks, footsteps, combat sounds, ambient audio and 3D spatialised emitters.
- Configured FMOD parameters, looping and persistent sounds, and fade behaviour; iterated on event triggering and playback in gameplay.
- Tested and debugged duplicate playback and triggering issues, including deciding when animation events versus gameplay events should drive audio.

Additional Professional Experience

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

- Set up and operated live sound systems, performed live mixing, and 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

Languages: English (Fluent), Spanish (Native), Romanian (Native), German (Basic)