

Ameya Devkar

Sound Designer

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Mumbai, India

EXPERIENCE

Totality Corp, Gurgaon — *Sound Designer : October 2021 - April 2024*

- Completed audio work for mobile titles such as RannBhumi, Ludo, Rock Paper Scissors, and Vijay Dash, including sound design, music production, and audio integration
- Worked with developers inside Unity to help organize, test, and adjust audio for gameplay systems
- Delivered audio for marketing campaigns including YouTube Shorts and Instagram Reels
- Led R&D for AI-assisted audio workflows, training custom RVC models for prototyping and experimentation

Freelance, Remote — *Audio Freelancer : January 2019 - Present*

- Music production, composing, post-production, and delivery for independent artists and commercial clients
- Worked with clients such as Livon India and several talented artists

R & B Studios, Mumbai — *In-house Audio Engineer : January 2019 - December 2020*

- Managed two studios and conducted recording sessions including vocal dubbing, multi-instrumental tracking, editing, mixing, and mastering
- Produced music for studio clients and gained hands-on experience working with senior engineers, dubbing artists, singers, bands, and independent musicians

Audioqube, Mumbai — *Intern : November 2017 - June 2018*

Learned various stages of project execution, attended recording and mixing sessions, and assisted senior producers

PORTFOLIO

- Interactive audio implementation demos using Reaper, Wwise, Unity and Unreal workflows
- Cinematic projects include a game trailer, short animated movie and cinematic intro video
- Additional work includes logo sound design, music production, and recording projects

SKILLS

- Sound design, editing, foley, audio cleaning, mixing, mastering
- Reaper, Pro Tools, Studio One, Logic Pro
- Wwise implementation, Unity audio workflows, and Unreal Engine audio workflows

EDUCATION

Electronics and Telecommunications Engineering | Mumbai University

INTERESTS

Games, Films, Anime, Philosophy and interactive audio systems