

# Tamás Hojsz

## SOUND DESIGNER



### ABOUT ME

I'm Tamás Hojsz, a game sound designer from Hungary currently based in Budapest. I'm passionate about using sound to tell stories and enhance gameplay experiences. With over 5 years of experience in game development, I specialize in creating and implementing immersive audio using Unreal Engine. I'm a dedicated team player with a critical ear for quality and a strong understanding of Unreal Engine's Blueprints and industry-standard audio production techniques. I love what I do, and I'm always willing to go the extra mile to ensure the success of the project.

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### Hobbies & Interests



Sound Designer  
NOV 2018 - OKT 2023

ZenStudios Hungary - AA games  
RESPONSIBILITIES

- Created sound assets for various console and mobile based games, followed by technical implementation through scripting in Unreal Engine and Metasound
- Prioritized tasks, planned, estimated, and managed risks
- Communicated workflows with a team of 50+ members using Atlassian Jira, Zoom, and Discord
- Set up, maintained and operated sound recording equipment to record and edit dialogue
- Mixed audio in Unreal Engine using blueprints and Metasound
- Developed audio content for Oculus VR experiences

### Projects

- [Circus Electrique](#)
- [Operencia: The Stolen Sun](#)
- [Pinball M \(THING, Dead By Daylight\)](#)
- [Star Wars Pinball VR](#)
- [Minigolf Galaxy \(TBA\)](#)
- [CastleStorm II](#)
- [Wrath of the Elder Gods \(Pinball FX\)](#)
- [Honor and Legacy Pack \(Pinball FX\) - A Samurai's Vengeance, Verne's Mysterious Island](#)
- [Godzilla vs. Kong Pinball Pack \(Pinball FX\)](#)
- [DreamWorks Pinball Pack - Trolls- 2022 Gearbox® Pinball - Homeworld](#)
- [Pinball FX](#)
- [Zen Pinball Party](#)
- [Dread Nautical](#)

Senior Quality Assurance Tester  
NOV 2010 - OKT 2018

ZenStudios Hungary  
RESPONSIBILITIES

- Developed, maintained, and documented test plans for various console platforms and mobile applications
- Performed thorough testing of software applications prior to release, using black box, white box, regression, functional, usability and acceptance testing methodologies
- Generated detailed bug reports documenting any defects discovered during the QA process, assigning priority levels based on potential risk factors associated with each issue
- Worked closely with developers during the coding phase, running multiple integration tests in parallel for major software releases

### Technical Skills

- Sound design, Audio editing and mixing
- Skilled in implementing runtime effects for enhanced gameplay experiences
- Skillful in designing audio elements for user interfaces and heads-up displays.
- Expertise in voice design and processing
- Proficiency in implementing environmental sounds, building a dynamic audio system within Unreal Engine.
- Field-, dialogue- and foley recording
- Microphone Techniques
- Applicable synthesis knowledge (SERUM, Diva, PhasePlant, Iris 2)

### Software Skills

- Ableton Suite, Adobe Audition, Reaper
- Unreal Engine 4-5 blueprints and metasound
- Wwise & Fmod basic knowledge- Resonance Audio
- Soundtoys, Waves, Melda, Native Instrument plugins

### Education

- BMF CISCO (2006)
- CSMSZKI Multimedia Developer (2003 - 2005)