Tamás Hojsz SOUND DESIGNER



ABOUT ME

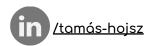
I'm Tamás Hojsz, a game sound designer from Hungary currently based in Budapest. I'm passionate about using sound to tell stories and enhance gameplay experiences. With over 5 years experience in game development, I specialize in creating and implementing immersive audio using Unreal Engine. I'm a dedicated team player with a critical ear for quality and a strong understanding of Unreal Blueprints Engine's 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.

Phone +36703715945

E-mail hello@thomashoys.com

Portfolio thomashoys.com





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
 - <u>Operencia: The Stolen Sun</u>
 - 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)