

DANIEL RAMIREZ

UX Sound Designer

✉ daniel@danielrami.com | 📞 (714) 616-1558 | 🌐 resume.danielrami.com | 📁 deck.danielrami.com

PROFESSIONAL PROFILE

Sound Designer specializing in interactive audio implementation and UX sound design for mobile applications. Experienced in creating cohesive sonic identities that enhance user engagement while providing clear feedback for interactions. Combines technical implementation skills with creative sound design to craft meaningful audio experiences.

PROFESSIONAL EXPERIENCE

Sound Designer

July 2024 - Present

LUFS Audio

Remote

- Lead sound designer for tech clients including Hinge Health and xAI
- Design and implement interaction sounds for mobile and web applications
- Develop scalable audio pipelines and workflows for product teams
- Create sonic identities aligned with brand values and user experience goals

Sound Designer (Contract)

May 2022 - July 2024

Hinge Health

San Francisco, CA

- Designed interaction sounds for mobile health applications serving 70k+ daily users
- Collaborated with UX designers to map user journeys and identify key interaction points
- Built custom implementation pipelines using Wwise integrated with Unity
- Created a modular sound system with adaptive behaviors for different interaction types
- Implemented A/B testing framework that achieved 18% increase in user session duration
- Established scalable audio guidelines for engineering teams to implement independently

A1/A2 Audio Tech

January 2022 - May 2022

Sunnyvale Theater

Sunnyvale, CA

- Conducted real-time mixing and soundchecks for live performances
- Managed QLab integration for audio playback and signal path management
- Coordinated with clients to ensure seamless technical delivery

Studio Operations Intern

2018

Remote Control Productions & Sacred Tiger Music

Santa Monica, CA

- Supported Hans Zimmer's team and composer Henry Jackman
- Managed synthesizer setup and sound asset organization
- Developed skills in sound synthesis, Foley, and surround mixing

TECHNICAL SKILLS

Audio Software Implementation: Wwise, FMOD; **DAWs:** Pro Tools, Logic Pro X, Ableton Live;

Game Engines: Unity, Unreal Engine 5

Development Scripting: Python, Lua; **Node-based:** Max/MSP, Pure Data, Metasounds

Sound Design UI/UX sound design, Interactive audio implementation, Sound synthesis,

Specialties Audio pipeline development, Adaptive sound behaviors, User testing

EDUCATION & CERTIFICATIONS

NYU Steinhardt

2015-2019

B.M. Music Theory and Composition for Film and Multimedia

New York, NY

IRCAM

2017

Sound Spatialization and Synthesis

Paris, France

Certifications

Wwise-101, Wwise-201, Unreal Engine 5, Max/MSP

PROJECTS

Mobile App Sound Design

- Created cohesive sonic identity for health tech mobile application with brand-aligned sound palette
- Implemented lightweight audio assets optimized for mobile performance and accessibility

Interactive Audio Experience

- Designed immersive audio for spatial computing prototype using directional awareness cues
- Created a framework for audio-haptic integration in eyes-free interaction scenarios

Audio Pipeline Automation

- Developed Python-based tools for audio asset management and pipeline automation
- Built custom testing tools to evaluate user response to different audio feedback methods