Huayang Chen

Game Sound Designer

Audio Systems & Implementation

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Profile

Game sound designer at Ogopogo since 2022, with two shipped titles and seven years of prior audio post-production experience. Responsible for sound effects, adaptive music, interactive mixing and voice playback systems.

Experienced with Unity / FMOD and Unreal Engine 5 / MetaSounds, including migration from Wwise. Integrates AI-assisted workflows into narration production and audio tools.

Shipped Games

Wretch: Divine Ascent

Game Sound Designer 2024 - 2026

Ogopogo | Unreal Engine 5 / MetaSounds | Shipped

- Sole audio designer for all sound effects, music and in-game audio systems.
- Built the MetaSounds audio architecture, including reusable Patches for pseudo-random triggers, scatter playback and multitrack solo mixing.
- Designed an AI TTS narration pipeline covering voice cloning, LLM-generated audio tags, batch generation and REAPER import, with event triggers, selection weights, cooldowns and playback queues.
- Designed the MetaSounds Helper editor plugin and built it with AI assistance, automating patch input management and reference updates.

DONG WU: ODYSSEY

Game Sound Designer 2022 - 2025

Ogopogo | Unity / FMOD | Shipped

- Created and implemented character, ability, UI and environment audio, alongside adaptive music.
- Established the initial Wwise integration, then migrated to FMOD and rebuilt the audio logic.
- Designed tension-driven combat mixing and music ducking for key events.
- Integrated outsourced music, using probabilistic stem triggering and game-state transitions to add variation to short loops.

Earlier Experience

SOUND WAVES (Shenzhen)

Mixing Engineer / Sound Designer 2014 - 2021

Film, animation, game trailers and themed attractions

- Delivered dialogue premixing, mixing and sound design for film, animation and dozens of game trailers and cinematics, including Asura, Justice Online, Fantastic Westward Journey, A Chinese Ghost Story, The Soul of Hunter and Ninja Must Die 3.
- Recorded pre-animation dialogue and prepared dialogue premixes for the animated feature Master Ji Gong.
- Created interactive audio for theme-park dark rides and multimedia exhibits at a traditional Chinese medicine museum in Zhuhai.

Education

South China Agricultural University

Bachelor's degree in Horticulture

Floriculture & Landscape Design

Sep 2009 - Jun 2013

Tools

REAPER

FMOD / Wwise

MetaSounds / UE5

Unity

Cubase / Nuendo

Ableton Live

Core Skills

Sound design

Adaptive music & interactive mixing

Voice & narration pipelines

Parameter-driven audio

AI-assisted voice production

Dialogue premixing & mixing

Language

College English Test, Band 6 (CET-6): passed