



# SOGYAL VERQUIN

## TECHNICAL SOUND DESIGNER

### PROFILE

Creative and technically skilled Technical Sound Designer specialising in interactive audio systems and game audio implementation. Independently developing the Ambient Audio System (AAS) — a spline-based Unity plugin for environmental audio, targeting commercial release on the Unity Asset Store. Experienced in Wwise and FMOD, with a strong background in adaptive audio systems, spatial sound design, and immersive environment design. Passionate about bridging artistry and engineering to build believable, dynamic soundscapes.

### WORK EXPERIENCE

#### GAMUCATEX (DK)

2023 – PRESENT

##### *Sound Designer & Game Audio Implementer*

- Leading audio implementation across all game systems for Tectonicus, covering sound design, mixing, and interactive audio behaviour.
- Developing custom tools and pipeline scripts for managing audio assets and parameter workflows within FMOD Studio.
- Assisting in the creative direction of the game's audio aesthetic, collaborating closely with design and engineering teams.
- Optimising audio performance and memory budgets across target platforms.

#### Munro Acoustics India

2025

##### *Acoustics Consultant*

- Specialised in acoustic simulation and analysis for theatres, experience centres, and recording studios.
- Utilised EASE 5 for room modelling, reflection prediction, and sound isolation design to optimise client projects.
- Contributed to the design of immersive environments, ensuring accurate spatialization and clarity of sound.
- Collaborated with architects and engineers to integrate acoustic treatment and soundproofing solutions into high-end facilities.

#### Music Artist Project

2020 – 2024

##### *Composition & Production*

- Produced and independently released original music, collaborating with artists across Asia, Europe, and the Americas.
- Developed advanced DAW production skills across Live, Reaper, and Logic — directly applicable to adaptive audio and interactive sound design.

### PROJECTS

#### Ambient Audio System (AAS)

2026 – PRESENT

##### *Unity Plugin — Personal Project / Asset Store Release*

- Building a standalone spline-based wind audio plugin for Unity, integrating FMOD's Core API directly for grain-based environmental playback with dynamic gust simulation — designed for commercial release on the Unity Asset Store.
- Architecting a zone emitter system with edge falloff, listener culling, and dynamic parameter mapping for seamless, physics-informed spatial transitions.
- Developing custom editor tooling including a dockable Designer window with real-time zone visualisation, voice budget diagnostics, and live gust-front rendering.

### CONTACT

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### EDUCATION

2018

#### POINT BLANK, LDN

- BA in Sound Technologies

### SKILLS

- Wwise & FMOD (Studio + Core API)
- Unity & Unreal Engine
- C# & C++ / Custom Tooling
- Live, Reaper & Logic
- DSP & Spatial Audio

### LANGUAGES

- English (Fluent)
- French (Intermediate)
- Spanish (Intermediate)

### REFERENCE

#### Josef Nygaard

Sound Designer / Composer  
(joeynora@gmail.com)

#### Kapil Thirwani

Acoustics Consultant  
(Kapil@munro.co.uk)