

JEREMY DAVILA

SOUND DESIGNER

ABOUT ME

Sound designer passionate about game audio, specializing in original SFX, dynamic soundscapes, and music for games. Experienced implementing audio in Godot, Unity, and Unreal Engine 5 using FMOD, Wwise, and MetaSounds. I pick up new tools quickly and am driven to deliver the best possible audio for every project.

EDUCATION

Unreal Engine 5.6 — Blueprints, MetaSounds & Dynamic Audio
School of Video Game Audio — Online
July 2025 – Present

Game Audio Design and Production
Berklee Online — April–June 2024

Audio Technology Diploma
SAE Institute — Aug 2021–Aug 2022

Bachelor in Liberal Studies & French
San Francisco State University
Aug 2010–May 2017

Associate Degree
Diablo Valley Community College
Aug 2005–May 2010

EXPERTISE

- FMOD
- Wwise
- Godot
- Unity
- Unreal Engine 5
- MetaSounds
- Pro Tools
- iZotope RX
- Logic Pro X
- GitHub
- Massive, Pigments, Reaktor, Absynth, Kontakt

SKILLS

- Sound Design
- Mixing & Mastering
- Composition
- Foley Recording
- Vocal Recording
- Dialogue Editing
- Post Production Editing
- Audio Optimization (OGG)

WORK EXPERIENCE

Jabsz Gaming Studio LLC — Sound Design Intern
July–Nov 2025 | Volunteer, Present

- Handled end-to-end FMOD audio integration for a mobile action-adventure game in Godot, covering everything from one-shot emitters to multi-layered interactive event instances
- Designed a reactive vehicle audio system that responds to in-game speed and engine states in real time
- Co-wrote and co-produced original scores for two titles: a horror game main theme and stealth loop for a mobile action-adventure
- Created two custom SFX packs — foley sourced from household recordings and a synthesized UI pack built using a variety of synths
- Managed version control via GitHub within a distributed international team, resolving audio conflicts and meeting milestones across time zones

Sound Studios NYC — Recording/Mixing Engineer
Oct 2022–June 2025

- Tracked, mixed, and mastered releases for 150+ artists across genres, running full sessions independently from setup to delivery
- Developed a steady client base through reliable turnarounds and attentive communication throughout the recording process

Baboon Animation — Children's Animation Internship
Aug 2022–Jan 2023

- Cut, mixed, and picture-locked dialogue for animated series including Agent 203 and Cartoon Network's Garbage Boy and Trash Can in Pro Tools
- Directed voice talent remotely, providing real-time feedback; oversaw and trained junior interns on studio workflow
- Assembled selects and produced final sound reels from raw session recordings

NYU — West Interpersonal Perception Lab
Jul–Oct 2022 | Audio Restoration

- Applied iZotope RX to recover 300+ heavily corrupted conversation recordings