

# KSHITIJ [TEEJ] UMREDKAR

## PORTFOLIO

Self-driven dexterous audio nerd with comprehensive experience in sound design and command over an array of programming languages.

Experience in working with development teams in Global jams and across multiple time zones, and successfully shipping out a game.

Extensive experience in efficaciously collaborating with clients across a multicultural global market.

## EXPERIENCE

2018 **Self Employed**  
Freelance sound engineer

Sound design and editing for MoGraph studios.

2017 **Seyenapse, Singapore**  
Contract VR Audio Designer

Audio designer for virtual reality game for Oculus Rift.

2017 **MotionStory, Australia**  
Contract Sound Designer

Contract Sound Designer for VFX Studio.

2016 **Mills Pictures Studios**  
Post Production Sound

Location sound, Post sound design team, Indie Feature Film.

2015 **Upwork, Self-Employed**  
Freelance Sound Designer

Collaborate with clients across the globe to determine project scopes and set milestones.

## CONTACT

### ADDRESS

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Vancouver, BC

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### WEBSITE

<http://teejaudiodesign.weebly.com>

# EDUCATION

2017-2018	<b>Advanced Diploma In Business Management</b>	British Columbia Institute of Technology Vancouver, CA
2016-2017	<b>Post Graduate Diploma in Sound Design for Visual Media</b>	Vancouver Film School Vancouver, CA
2010-2015	<b>Bachelor of Engineering in Computer Science</b>	Sinhgad Institute of Technology Lonavala, India
2013-2014	<b>Diploma in Sound Engineering and Recording Arts</b>	Zee Institute of Media Arts Mumbai, India

# SKILLS

<b>Sound Design</b>	Pro Tools, Reaper, Logic 9/X, Ableton.
<b>VR Audio</b>	FB360 Spatial Workstation, Unity, Unreal engine.
<b>Middleware Tools</b>	Wwise/FMOD - Interactive music and Dynamic dialogue system,
<b>Project Management Tools</b>	MS Office, Source Tree and Version Control Tools, Github/Perforce, Asana, Slack
<b>Programming Languages and Dev Tools</b>	C/C++/C#, Python, HTML, Unity/Unreal scripting, Monodev, Android Studio, XCode.
<b>Environments</b>	Mac, Windows, Unix