

# ADI KELTSH

VIDEO GAME SOUND DESIGNER

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## Skills

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- Professional knowledge of Wwise, FMOD Studio, Unreal, Unity and Lumberyard.
- Expert understanding of Digital Audio Workstations such as Reaper and Pro Tools.
- Able to use scripting languages such as C#, Python, MAX/MSP, PureData and Blueprints.
- Sourcing and creating compelling sound effects supporting the creative vision of the project.
- Experienced in designing audio features that meet the technical aspirations of the project.
- Interpreting references and seeking direction.
- Creating and mixing surround content, including Ambisonic and Binaural formats.
- An effective, professional, and friendly communicator and advocate for the audio department.
- Mentoring and providing feedback to junior staff on the audio team.
- Ensuring audio feature documentation is continually up to date.
- Structuring and estimating scheduled work, updating plans, and working with production.
- Confident in the use of source control such as Perforce and Git.
- Technical aptitude for optimizing runtime audio playback and confidently fixing bugs.
- Capable of capturing and processing acoustic measurements.
- Knowledge of traditional audio engineering control surfaces (Avid S5, D-Command, C-24).

## Experience

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### Sound Designer II

Cloud Imperium Games  
October 2021 – Present

- Setup and design for all aspects of Spaceships.
- Improving and working on the Ship Weapon System.
- Point of contact for the audio team on a range of key game features.

### Sound Designer I

Cloud Imperium Games  
November 2020 – October 2021

- Working on environmental sound design for a variety of different features.
- Driving forward the Procedural Planet Audio System to support new planets and new planet types.
- Working with both Animations and Particle Effects.
- Working with the Physical Audio System.
- Prototyping enhanced audio spatialisation techniques.
- Designing assets for various UI features.

## Education

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### MSc in Postproduction with Sound Design

University of York  
2018 – 2020

- Graduated with Merit.
- Research Project (received distinction): Exploring binaural and stereo audio over headphones within video games using Unity, FMOD Studio and Resonance Audio.

### BSc in Music Technology

University of York  
2015 – 2018

- Graduated with First Class Honours.
- Research Project (received distinction): Investigation the perceived locatedness and timbre of different Ambisonic decoders using MAX/MSP, IRCAM Spat and MATLAB.

## Miscellaneous

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- Languages: English, Hebrew, Dutch
- Able to relocate
- European Driving License