THAREEQ ROSHAN

SOUND DESIGNER

CONTACT

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SKILLS

Digital Audio
- Reaper
- Pro Tools
- MAX/MSP
- Ableton

Programming Languages
- C++/JUCE
- C#
- Lua/ReaScript
- JavaScript
- Python

Game Audio
- Wwise
- Pure Data
- FMOD
- Unity Engine
- Unreal Engine
- GitHub
- Perforce

PROFILE

Focused on building interactive audio systems and sound design to tell stories and to bring emotional experiences to people through the magic of sound

EDUCATION

DIPLOMA IN SOUND DESIGN FOR VISUAL MEDIA
VANCOUVER FILM SCHOOL | 2018-2019

DIPLOMA IN AUDIO ENGINEERING
KM MUSIC CONSERVATORY,CHENNAI | 2016-2017

BACHELOR OF TECHNOLOGY- COMPUTER SCIENCE AND ENGINEERING
NATIONAL INSTITUTE OF TECHNOLOGY,CALICUT | 2011-2015

WORK EXPERIENCE

SOUND DESIGNER

MOJANG AB   03/2022- Present

- Currently working as an in-house Sound Designer involved in creating Sound effects for various games across the company
- Developed internals tools for all the tools in the audio pipeline including custom python, Reaper scripts (both python and Lua), Wwise Command Add-ons (Python) and custom waapi scripts
- Developed custom blueprints for gameplay and animation to be used by Sound Designers in production.
- Led technical initiatives in audio craft with other sound designers in collaborating with other crafts in the game and helped communicate the needs between both parties.
- Worked as the embedded lead audio designer across various teams working on content types like procedural ambience, cut-scenes, quests etc.

TECHNICAL SOUND DESIGNER

SURI: The Seventh Note (Indie Project),   2023–Present

- Lead audio programmer building a custom FMOD-Unity integration system for music-driven gameplay
- Developed pipelines to seamlessly export audio data from FMOD to Unity, enabling gameplay to react dynamically to music layers using markers
- Bridge the gap between sound design and programming to create innovative interactive audio solutions

SOUND DESIGNER

FM AudioLabs - (Freelance)   06/2017- Present

- Offer Audio Post Production services for linear and interactive media.
- Provides custom workflow tools and scripts for Reaper
- Currently developing plugins and software to be used in Post Audio workflows   in film and game.

SKILL DEVELOPEMENT

- Intro Audio Plugin Development (Kadenze Academy)
- Advanced Audio Plugin Development using JUCE Framework (Kadenze Academy)
- Neural Networks and Deep Learning (Coursera)
- Improving Deep Neural Networks: Hyperparameter Tuning, Regularization and Optimization (Coursera)