

# Rohit Potula

MUSIC PRODUCER | SOUND DESIGNER

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## Objective

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To secure a challenging sound design and music production role in an innovative organization, utilizing my expertise in sound design, and music production to deliver high-quality auditory experiences

## Experience

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### CodeStack | Music Composer

May 2024 – June 2024

- Composed and produced original music scores for various projects.

### Cinelions Media | Freelance Sound Designer

May 2024 – Present

- Created sound effects, Foley, and ambience for short films and vertical series. Delivered high-quality audio assets tailored to narrative and visual requirements.
- Collaborated with directors and editors to ensure audio matched cinematic tone and timing.
- Edited dialogue and mixed audio for clarity, balance, and cinematic impact using Pro tools.

### Jabsz Gaming Studios | Lead Sound Designer

April 2025 – September 2025

- Designed sound assets, effects, and ambient backgrounds for in-game environments.
- Collaborated with game developers to integrate sound into game builds effectively.
- Ensured high-quality audio output by editing and mixing using Pro Tools within project deadlines.

### Blood Nexus Studios | Sound Designer

September 2025 – Present

- Design, record, and edit high-quality sound effects, Foley, and ambiences for in-game environments, weapons, and UI elements.
- Collaborate closely with designers and developers to ensure audio supports gameplay and narrative.
- Implement assets in-engine, optimizing for performance and consistency.
- Maintain clear documentation of audio assets, workflow, and naming conventions.
- Contribute creative ideas for improving overall sound design and player immersion.

## Academic Experience

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### SeamEdu | Mix Engineer, Sound Designer

October 2023 – November 2023

- Dawn of Justice: Batman vs Superman Fight Scene (Movie Clip)
- Managed the Sound Design, Foley, and Background Score for the given clip.

### SeamEdu | Sound Designer

February 2024 – April 2024

- Worked as an Electronic Music Producer for the song “Never Go Back”.
- My work was in the last part of the song where it needed electronic touches.

## Education

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### SEAMEDU SCHOOL OF PRO-EXPRESSIONISM

September 2021 – May 2024

B. A. Sound and Music Technology – B++

### GURU NANAK COLLEGE

September 2019 – March 2021

Higher Secondary Certificate - 60.00%

### ANDHRA EDUCATION SOCIETY'S HIGH SCHOOL

July 2018 – March 2019

Secondary School Certificate – 54.20%

## Certifications

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- Dante Level 1
- SoundGrid 101
- SoundGrid 201

## Skills & abilities

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- **Sound Design** – Crafting immersive soundscapes that enhance storytelling and player engagement.
- **Background Music** – Composing original, mood-driven tracks tailored to project tone and emotion.
- **Audio Recording** – Capturing high-quality audio with precision and clarity in diverse environments.
- **Post** – Production – Editing, mixing, and mastering audio for polished, professional results.
- **FMOD** – Designing interactive, adaptive audio experiences using FMOD's advanced features.
- **Unity** – Implementing and integrating audio assets seamlessly within Unity game projects.
- **Pro Tools** – Recording, editing, and mixing audio with industry-standard precision and workflow efficiency.