

Rohit Potula

GAME AUDIO SOUND DESIGNER | IMPLEMENTATION

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Objective

Game Audio Sound Designer specializing in interactive sound design and audio implementation using FMOD. Experienced in designing, implementing, and iterating gameplay, UI, weapon, and environmental audio for game projects. Skilled in creating responsive player feedback systems, immersive soundscapes, and adaptive audio behaviors that enhance gameplay and world-building. Passionate about collaborating with multidisciplinary teams to deliver high-quality interactive audio experiences.

Experience

CodeStack | Music Composer

May 2024 – June 2024

- Composed and produced original music scores for various projects.

Cinelions Media | Freelance Sound Designer

May 2024 – September 2025

- Designed SFX, Foley, and ambience with strong narrative and timing focus
- Delivered clean, production-ready audio assets adaptable across media

Jabsz Gaming Studios | Lead Sound Designer

April 2025 – September 2025

- Designed **gameplay-focused sound effects** to enhance player feedback and interaction
- Collaborated closely with developers to **test and iterate audio in-game builds**
- Contributed to **moment-to-moment gameplay feel** through responsive audio design
- Mixed and edited assets ensuring clarity, consistency, and implementation readiness

Blood Nexus Studios | Lead Sound Designer

September 2025 – March 2026

- Designed and implemented gameplay, UI, weapon, and environmental audio systems.
- Created interactive FMOD events utilizing parameters, snapshots, and real-time control.
- Developed immersive ambient soundscapes supporting world-building and player immersion.
- Worked closely with programmers and designers to iterate audio based on gameplay feedback.
- Optimized audio assets and event structures for performance and scalability.
- Maintained organized audio pipelines, naming conventions, and asset management workflows

Icarus Alpha | Sound Designer (Freelance)

June 2026 – Present

- Collaborate with a multidisciplinary game development team to create sound effects and audio assets for original game projects.

- Contribute to the design and production of immersive game audio while following professional development workflows.
- Work closely with designers, artists, and developers to support the audio needs of ongoing game productions.

Academic Experience

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

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

- Dante Level 1
- SoundGrid 101
- SoundGrid 201

Game Audio Implementation

- Designed and implemented interactive audio systems using FMOD in Unreal Engine 5.
- Built parameter-driven events for gameplay states and player actions.
- Created adaptive mixing workflows using snapshots and RTPCs.
- Implemented environmental ambience and gameplay feedback systems.
- Tested and optimized audio behavior for runtime performance.
- Collaborated with developers to integrate and validate audio in-engine.

Technical Skills

- **Middleware: FMOD** (Event Design, Parameters, RTPCs, Snapshots, Interactive Audio Systems, Mixing), **Wwise** (Event Design, RTPCs, States & Switches, SoundBanks, Blend Containers, Basic Integration).
- **Game Engines:** Unity / Unreal (basic integration & testing)
- **DAWs:** Pro Tools
- **Audio:** Sound Design, Mixing, Editing, Foley Recording
- **Systems:** Gameplay Audio, UI/UX Audio, Environmental Audio
- **Game Audio:** Gameplay Audio, Environmental Audio, UI Audio, Audio Implementation, Adaptive Audio Concepts, Foley Recording, Audio Editing, Audio Mixing.