

EVAN FAN

AUDIO DESIGNER

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 [Evan Fan](#)

 Boston

ABOUT ME

Game Audio Designer focused on sound effects, ambience, and audio implementation for games. Experienced in creating gameplay and UI audio in Reaper, integrating content with Wwise in Unity, and supporting iteration through QA and playtest feedback. Worked across multiple student and game jam projects as an independent audio contributor, with growing interest in end-to-end game audio workflows from design to in-engine implementation.

EDUCATION

Northeastern University

Game Science and Design
2025-2027

Xi'an Jiaotong Liverpool University (China)

Art, Entertainment and Technology
2021-2025

SKILLS

Audio Design & Implementation

- Reaper
- Wwise
- Unity Audio Integration
- Soundscape / Ambience Design
- UI / Combat / Character SFX Design

Production & Collaboration

- Playtest Data Collection & Analysis
- QA Reporting
- Cross-functional Team Collaboration

Additional Tools

- Photoshop
- Blender

LANGUAGE

- Chinese (Native)
- English (Excellent)

WEBSITE

 [Evan Fan Game Audio Design](#)

PROFESSIONAL EXPERIENCE

Sailing Story | Audio Designer

3D Simulation Management Game | Dec 2025 – Present

- Responsible for the collection, design, and organization of in-game audio assets across core gameplay systems.
- Implemented audio content in Unity using Wwise, contributing to the full pipeline from asset creation to middleware integration.
- Designed in-game soundscape / ambience to support environmental immersion and player experience.

Daddy Gaiden | Audio Designer

2D Action Roguelike | Dec 2025 – Jan 2026

- Designed and produced a complete combat-focused sound package in Reaper, covering player attacks, defense, movement, skills, and footsteps.
- Created enemy audio for melee, ranged, and healing behaviors, along with global UI sound effects.
- Focused on responsiveness, action clarity, and supporting combat pacing through audio feedback.

ScrollScape | Audio Designer / QA

2D Puzzle Platformer | Nov 2025 – Dec 2025

- Independently created core audio assets including character movement, death, UI feedback, and background music in Reaper.
- Participated in QA, collecting and analyzing playtest data, and writing reports to support iteration.
- Contributed to improving gameplay clarity and player experience through feedback-driven audio adjustments.

Summit | Audio Designer / Visual Support

2D Platformer | Sep 2025 – Oct 2025

- Designed the full audio experience, including sound effects, ambience, and background music.
- Used layered audio to support pacing, spatial atmosphere, and feedback clarity in platforming gameplay.
- Created background visual assets using Photoshop to support overall presentation.

2025 CIGA Game Jam | Audio Designer

- Delivered core audio design for a 2D puzzle game within a limited development timeframe.

2024 CIGA Game Jam | Game Designer / UI Artist

- Designed gameplay systems, level structure, and UI for a 2D pixel turn-based game.
- Created UI assets using Photoshop, ensuring visual consistency.