

AKIFUMI KAWASAKI

S O U N D D E S I G N E R



1992. 12. 31



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Portfolio



<https://ravenkwsk.wixsite.com/akikawasaki/portfolio>

SKILLS

- Sound Design / implementation
- Wwise (Elementary proficiency)
- Reaper, Protools, Ableton Live
- Strong Communication
- Japanese and English

INTERESTS

- Activities with my dog
- Films (Denis Villeneuve, Coen Brothers Anno Hideaki, Ari Aster...etc)

EDUCATION

CAL STATE EAST BAY

Philosophy / ESL

2011 - 2012, Hayward, CA, USA

ACADEMY OF ART UNIVERSITY

A.A. Sound Design

2012 - 2014, San Francisco, CA, USA

INSTITUTE OF SOUND ARTS

Recording and PA reinforcement

2016 - 2017, Tokyo Japan

OBJECTIVE

Experienced Sound Designer with a 6-year background in gaming and post-production, seeking the Middle-Senior Sound Designer position at your company. Passionate about contributing to innovative narratives and game designs through meticulous and believable sound design. Eager to enhance projects and collaborate globally, leveraging my skills in sound production and team contributions.

EXPERIENCE

SQUARE-ENIX

Sound Designer / Sound Editor

Mar 2020 - Dec 2023

- Sound design and implementation for Final Fantasy 16 (in-house middleware and game engine)
- Sound design for Final Fantasy 14, WOTV FFBE..etc
- Skill up workshop host for Reaper and audio software within team

BEBLUE AOYAMA STUDIO

Sound Editor / Dialogue Editor / Studio Operator

Apr 2017 - Dec 2019

- Protools operator for postproduction studio work
- Sound design for TV, Commercial, Web contents
- Associate foley artist
- Dialogue Editor for Final Fantasy 7 Remake

SOUND CITY

Part-time assistant

Apr 2016 - Dec 2017

- Studio booking
- Running errands for studio keeping

EXPERIENCE

Mar 2020 - Dec 2023

SQUARE ENIX

Sound Designer / Sound Editor

FINAL FANTASY 16 Pre-production - Post-post production

- Sound design and implementation via in-house developed middleware and game engine
- In charge of:
 - PC action skills and abilities
 - Party action skills
 - Boss battle combat
 - UI
 - Cutscene
 - In game mixing
- Coordination of sound design outsourcing

FINAL FANTASY 7 REBIRTH

- Sound design only
- In charge of: Mob Enemy combat

FINAL FANTASY 14

- Sound design only
- In charge of: Boss battle combat and Cinematic trailer

WAR OF THE VISION FINAL FANTASY BE

- Sound design only
- In charge of: Summoned monster special movies

UNRELEASED TITLE

- Sound design only
- In charge of: PC and Boss special attack movies

OVERSEAS BUISINESS TRIP

- Gamescom, Germany. Meeting with potencial venders
- Studio visiting, UK. Molinare and Sweet Justice

EXPERIENCE

Apr 2017 - Dec 2019

BEBLUE STUDIO AOYAMA

Sound Editor / Dialogue Editor / Studio Operator / Foley artist

TWO HOMELANDS 二つの祖国 TV TOKYO

- Associate foley artist and sound editor

FINAL FANTASY 7 REMAKE

- Dialogue editing and asset management

MR.EGG 破裂蛋蛋君

- Sound design and music

DAIHUKUKUN SPECIAL ANIME

- Sound design

SKILLS

REAPER

Having a deep understanding of creating advanced custom actions and basic lua scripting, I have provided custom reaper configurations for seamless transitions from Pro Tools in sound department.

ABELTON LIVE & AUDIO SOFTWARE

With a foundation of hands-on experience that extends back to before my professional career began, audio synthesis and vast knowledge of third party audio plug-ins are my top proficiency.

PROTOOLS

Experienced in collaborating within Pro Tools environments, adept at file management, session sharing, and communication to ensure seamless teamwork on complex projects.

IMPLEMENTATION

Capable of implementing and adjusting sound with a focus on overall game design and player experience. Also proficient in considerate implementation methods towards teammates and maintaining a highly visible, well-organized workflow.

PROACTIVE COMMUNICATION

Skilled in leading and motivating creative teams, encouraging open dialogue and idea-sharing. Profound ability to articulate ideas, feedback, and instructions clearly and effectively, fostering a collaborative environment that enhances team-based creative efforts.