

## Contact

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## Top Skills

Sound Design

Pro Tools

Audio Engineering

## Languages

English (Professional Working)

Korean (Native or Bilingual)

## Certifications

Pro Tools Operator Post Version 12.4

Pro Tools User Certification Version 11

# Theresa Kim

Experienced as a Sound Designer who used to work as a Chemical and Cosmetic Engineer.

San Francisco Bay Area

## Summary

Capable of working in Game sound production, Video Promotion and recording situations. Inclusive visions and unique industrious approach in a team environment.

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## Experience

### SoundMiro

#### Freelance

February 2020 - Present (1 year 11 months)

United States

#### Project Sally

- Created +100 sound effects for game assets. (Character, Level, UI, Animation, Skills, etc)
- Participated in project meetings with other designers and producers to develop game content.
- Performed research on various themes and music to ensure the quality of sound design and music.
- Composing +10 pieces of music for repeatable game levels and menus.

#### Project DogApollo

- Created +150 sound effects for game assets. (Skills, Effects, theme music, Voice, etc)
- Recorded the live voice-over and designed foley sound effects for the gaming assets and levels.
- Interviewed many groups of people to design a better theme for the game design.
- Recorded and analyzed the feedback and responses of users to provide a better level of quality for game designers.

## Strawberry Hill Music

### Sound Design Intern

October 2018 - September 2019 (1 year)

San Francisco Bay Area

- Synchronized and equalized prerecorded dialogue, music, and sound effects for visual media including gaming and video promotions.
- Created more than +200 original sound effects using various synthesizers and sound libraries for Wild Sky.
- Created and designed various sound effects using live voice-over and musical instruments.
- Provide a strong vision and suggestions for the audio in the game and research on various topics and ensure compliance to designer requirements.
- Collaborating with the sound designers, producers, and directors for incorporating various contents in the game.

## BootstrapLabs

### Product Coordinator Intern

May 2015 - August 2015 (4 months)

San Francisco Bay Area

- Documented Bootstraplabs events, updates to management on renewal progress, at-risk renewals, and renewals forecast.
- Investigated state-of-the-art solutions for a social media campaign for collecting data, behavior change, and social impact.
- Managed performance within the team in a way that encourages innovation and creativity, while establishing and codifying best practices and processes.
- Managing the participants to join in and create social media content and publish the social article in Korea to engage a social audience.

## WooSincosmetic

### Quality Assurance Quality Control

January 2013 - June 2013 (6 months)

Nam-gu, Incheon, Korea

- Analyze and research all ongoing cosmetic projects and the biological effects of different cosmetic products in the lab.
- Maintained equipment and supply warehouse functions including chemical material and stocks.
- Quality assurance (specific gravity, refractive index, odor evaluation) of all products to ensure performance.
- Managing assistance to Manufacturing in the resolution of blending and filling processes related to issues.

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## Education

Academy of Art University

Bachelor's degree, Music Production and Sound Design · (2016 - 2020)

Soonchunhyang University

Bachelor of Science - BS, Chemical Engineering, Cosmetic  
Engineering · (2011 - 2016)