OLUMEDLI

EDUCATION

University of Central Florida – Orlando, Florida
2021 – 2025
Bachelor of Arts in Digital & Interactive Media, Game Design Track

SKILLS & TOOLS

Audio: Mixing, Editing, and Mastering, Music Composition and Production, Ableton, Audacity, FMOD
Development: Godot, Unity, Python, C#
General: GitHub/Git

EXPERIENCE & PROJECTS

December 2023 – Present
Sound Lead @ Wool Gatherer **-** Managed the synthesis and production of all audio assets in digital products**.**
- **Polariball:** A y2k inspired arcade game released on Steam.
- Created at least 40+ sound effects in Ableton to be utilized for UI, haptic feedback, and game events.
- Managed the production of the ethereal and groovy soundtrack to compliment the hazy visuals.
- Mixed vocal lines that would be used for the game's announcer.
- **Blood Heavy:** An arcade game developed for Halloween 2024.
- Created hard hitting and otherworldly sound effects for character actions to craft a soundscape that was both imposing and satisfying.
- Composed the main gameplay theme as a Drum & Bass inspired loop to compliment the frenetic and oppressive style of gameplay.

September 2025 - Present
Media Department Member @ Christ Resurrection Power Assembly - Handled live audio mixing and routing for sermons and musical accompaniments. - Equalized audio levels and effects for musicians, singers, and preachers onstage.

Feb 2025 – Present
Sound Designer @ Waebak Studios **-** Synthesized sound effects for proper auditory feedback, mixed and balanced vocal lines, and produced musical compositions**.**
- **Devil Chaser:** A 3D Action multiplayer game currently in development.
- Produced, mixed, and edited hyperactive sound effects for UI, weapon shots, and character actions.
- Mixed vocal lines for characters and the announcer.
- Composed songs to compliment the stylized presentation, with an emphasis on hip-hop inspired tracks.

September 2024 – Present
Lead Sound Designer @ Lab 165 - Maintained pipeline and production of audio assets as well as implementation in engine.
- **Rage Rooster:** A 3D Platformer/beat-em-up in development.
- Synthesized and edited audio assets to fit the cartoony and bombastic presentation.
- Collaborated with programmers and designers to have sound effects, music, and ambience synchronized with gameplay in real time through FMOD.
- Composed music in a eclectic soundtrack inspired by Drum & Bass, Jazz Fusion, and Bluegrass music.
- Mixed vocal lines for Player Character, NPCs, Enemies, and Bosses to give more personality and presence in gameplay.

Summer 2024 – Fall 2025
Producer @ They Came From 13th Street - Composed, mixed, and mastered music tracks for this 90s EDM inspired album. - Collaborated with assistant producers, musicians, and cover artists to maintain artistic vision and direction.