

TITUS KIM

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Experience

Junior Sound Designer & QA | inMusic 02/2023 - Present

- Sound Design, Quality Assurance and key Documentation for inMusic Brands
- Building and documenting projects with in-house engine, Qubiq, and sound design custom virtual instruments and effects.
- Testing new builds and feeding back to the developers and Quality Assurance audio plugins (AU, VST, AAX) and firmware in MacOS, Windows, and Akai MPC (Linux).

Founder/Sound Designer | Titus Kim Sounds – Boston, MA 09/2018 - Present

- Responsible for developing digital music creation software and virtual instruments, including piano, bass, guitar, and drums to bring ideas to real sound
- Developing virtual instruments by running 10+ recording sessions, recording 2500+ individual notes, sound processing, and organizing 3000+ audio files to run successful projects on time.
- Managing software development projects by leading 5 members of production team, assigning specific roles, and running weekly meetings.
- Conducting weekly user interviews with 20 users to receive feedback and improve 6+ product prototypes using C, C#, C++, and Javascript.

Producer/Composer/Arranger | DANI (Hyuck Jin Park) 10/2019 – 03/2022

- Managed music production projects by leading and directing 20+ team members, assigning specific roles, running recording sessions, and providing creative decisions to run successful projects on time.
- Collaborated with professional musicians and *Danal Entertainment* to produce a debut album of the artist and created professional music contents on Youtube, with total of 2.7 million views.

Assistant Sound Designer/ Engineer | Jennifer Hruska - Boston, MA 08/2021

- Assisted Jennifer Hruska, Berklee College of Music professor and sound designer, with brass sampling session to get professional audio samples for *Harmonix Music System's* latest game, *Fuser*.
- Achieved the goal of getting best sounding audio samples at Berklee studio by conducting recording session, organizing 200+ audio files, and communicating with 5 professional musicians.

Sound Engineer/Light Designer | Berklee Stage Crew - Boston, MA 02/2020 – 05/2022

- Assisted the concert production director in various concert venues at Berklee College of Music to run successful student recitals and performances
- Led sound engineering on both live and multitrack recording and light design and programming various lighting configurations in venues to give best environment to performers and audiences.

Education

Berklee College of Music - Boston, MA 09/2018 – 05/2022

- Bachelor of Music in Electronic Production and Design – *GPA: 3.9*
- Minor in Creative Coding / Sound Design for Video Games
- *Achievements:* Berklee Thrive Scholarship, Berklee Opportunity Grant, Dean's List

Skills

Language: English (Native) and Korean (Native)

DAW: Pro Tools, Ableton Live, Cubase, Logic Pro X, Reason, Reaper, GarageBand

Plugin: Izotope(RX, etc.), Native Instruments (Kontakt, Reaktor, Massive, etc.)

Audio Programming/Scripting: Python, C, C++, C#, JUCE, Xcode, Visual Studio Code,

Administrative: Microsoft Words, Microsoft Excel, Microsoft PowerPoint

Platforms: Windows, Macintosh OSX