

Tim Forge

Complete Game Audio

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Remote



About Me

Technical Sound Designer & Composer with a proven track record of delivering end-to-end audio solutions for commercial titles. My approach combines technical and artistic creativity, ensuring every project exceeds industry standards.

Core Skills

Sound Design & Source Creation

- Source Acquisition: Professional location/field recording and custom Foley sessions for proprietary asset creation.
- Multi-Layered Design: Advanced synthesis and signal processing to build high-impact, unique sonic identities.
- Library Expertise: High-velocity workflows utilizing an expansive personal collection of top world-class 3rd-party libraries; re-processing and layering assets to avoid generic "library fatigue."

Music Composition & Adaptive Logic

- Interactive Architecture: Engineering vertical re-orchestration (layering) and horizontal re-sequencing (branching) music systems.
- Logic-Driven Scoring: Linking musical intensity, orchestration, and transitions to real-time gameplay variables (RTPCs) and state changes.
- Production & Mastering: Advanced multi-genre composition and mixing; professional mastering to international loudness standards for cross-platform consistency.

Implementation & Technical Audio

- Middleware Mastery: Advanced architecture in Wwise and FMOD Studio
- Engine Integration: Deep technical workflows in Unity and Unreal Engine
- Performance Optimization: Managing voice limits, virtual voice behaviors, and memory pools. Expert in codec selection (Vorbis, ADPCM, Opus)
- Signal Flow & Mixing: Designing real-time DSP chains, reverb bussing, and dynamic side-chain ducking to maintain mix clarity under heavy combat loads.

Education

- Wwise Certification 101 – 2021
- Wwise Certification 201 – 2022

Professional Experience

Senior Sound Designer / Audio Lead (2023–present)

Delivered complete audio solutions across so far 5 commercial game titles, providing interactive music systems, genre-blending scores, advanced sound design, and full audio implementation.

Responsibilities included:

- Owned end-to-end audio vision and delivery, directing the full pipeline: location/field recording, custom Foley, voice over recording/direction, music composition, sound design, interactive implementation (FMOD/Wwise + Unity), mixing, and platform optimization.
- Designed and implemented dynamic adaptive music systems that respond to gameplay states (e.g., exploration, combat, progression), enhancing emotional engagement and immersion.
- Established audio standards, scalable architectures, and performance optimizations to enable rapid iteration and maintainability in resource-limited indie environments.
- Led integration and technical decisions, balancing creative goals with memory/CPU budgets and cross-platform requirements.
- Collaborated closely with design, engineering, and leadership in small teams to align audio with gameplay loops, narrative, and schedules.
- Managed freelancers to ensure quality, consistency, and timely delivery.

Commercial Projects:

- King's Age – Edenap d.o.o. (2025)
- Zombie Zero – Edenap d.o.o. (2025)
- Zombie Clicker – Edenap d.o.o. (2025)
- Axe Clicker – Edenap d.o.o. (2024)
- Battle of Axes – Edenap d.o.o. (2023)