

NIKI NASIRI

SOUND DESIGNER | GAME AUDIO & POST-PRODUCTION AUDIO

Vancouver, BC | +1 236 887 8785 | nickaudioproduction@gmail.com | linkedin.com/in/niki-nasiri-612a493ba

PROFESSIONAL SUMMARY

Recent Audio Engineering & Music Production graduate focused on game audio, sound design, and post-production audio. Experienced in sound design, dialogue and SFX editing, Foley, audio processing, mixing, and Unity audio integration. Pro Tools Certified User with hands-on experience creating, editing, synchronizing, integrating, and testing audio for linear and interactive media.

TECHNICAL SKILLS

GAME AUDIO	Sound Design Audio Asset Creation Unity Audio Integration Gameplay SFX Weapon & Impact SFX Character Audio UI Audio Environmental Ambience Gameplay Testing In-Game Balancing
POST-PRODUCTION	Dialogue Editing SFX & Foley Editing Synchronization to Picture Backgrounds & Ambience EQ Compression Reverb Mixing Automation Spatial Placement
AUDIO PRODUCTION TOOLS	Recording Audio Editing Layering Gain Staging Signal Processing Pitch & Time Processing Mixing Music Arrangement Pro Tools Ableton Live Unity

AUDIO EXPERIENCE

Post-Production & Game Audio Projects SAE Institute Vancouver | 2025-2026

- Designed, edited, layered, and processed sound effects, Foley, dialogue, backgrounds, and ambience for film and interactive media.
- Created custom gameplay audio including weapon sounds, impacts, footsteps, character and robot movement, UI audio, and environmental ambience.
- Integrated finished audio assets into existing Unity events and placeholders, then tested and balanced them during gameplay; no programming or system development was performed.
- Recorded dialogue and character voice material; edited and synchronized dialogue, Foley, SFX, and ambience to picture in Pro Tools.
- Completed final mixes using EQ, compression, reverb, routing, automation, level balancing, and spatial placement; organized and exported delivery-ready audio assets.

CERTIFICATIONS & EDUCATION

CERTIFICATIONS

Avid Pro Tools Certified User - Pro Tools 101 & 110 | Avid Pro Tools 320 - Game Audio | Ableton Live - Certification Exam, SAE Institute Vancouver

EDUCATION

SAE Institute Vancouver - Vancouver, BC | Audio Engineering & Music Production | 2025-2026

Training: Game Audio | Post-Production | Sound Design | Dialogue Editing | Foley | Recording | Mixing

PROFESSIONAL EXPERIENCE

Sales Associate Freedom Mobile - Vancouver, BC | 2025-Present

- Support customers with mobile products, troubleshooting, and service inquiries while managing multiple priorities in a high-traffic environment.
- Apply clear communication, problem-solving, accuracy, and teamwork while working efficiently under pressure.

Sales Associate WirelessWave - Coquitlam, BC | 2024-2025

- Assisted customers with devices, troubleshooting, and product recommendations; collaborated with the team to meet goals and maintain smooth daily operations.