

# Tuan Krbavčič Winkler

Sound Designer / Technical Sound Designer

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Based in Slovenia

## EXPERIENCE

### Outfit7 — Sound Designer

Jul 2022 – Present

- Own audio for full game projects, features and LiveOps, from early planning to final delivery.
- Design and implement gameplay, UI, character, environment and feature audio, with focus on clear sound, consistent style and mobile performance.
- Work directly in FMOD, Unity and an in-house engine to set up audio behaviour, solve implementation problems, fix bugs and improve how audio works in the game.
- Plan audio work with developers, artists, game designers and producers, and coordinate composers, voice actors and recording sessions when needed.
- Find repeated workflow problems and design internal audio tools and automation that make setup faster, reduce mistakes and reduce the need for developer support.
- Maintain project structure, naming, version control and documentation, and support testing, project closeout and onboarding.
- Mentored and onboarded a junior sound designer, then assigned and reviewed audio tasks during production.

### Bragg / Oryx — Sound Designer / Composer

c. 2020 – 2022

- Created sound effects, music and UI audio for casino and mobile game projects.
- Prepared and delivered audio for implementation and release.

### Tricky Tribe — Sound Designer, Contract

2017 – 2019

- Created sound effects for shipped mobile games.
- Supported implementation and final audio delivery.

## TECHNICAL PROFILE

### Game audio ownership

Own audio from early planning through sound design, implementation, testing, polish and release across full projects, features and LiveOps.

### Sound design & implementation

Create and implement gameplay, UI, character, environment and feature audio, then test and adjust it in the game.

### Technical audio & tools

Solve audio implementation problems and design tools, validation and automation that make production faster and reduce repeated manual work.

### Production & team support

Plan audio work across teams, coordinate developers and external audio partners, document workflows, mentor teammates and help projects reach release.

## TOOLS & TECHNOLOGY

### PROFESSIONAL

FMOD, Unity, in-house engine, REAPER, Git / version control

### INDEPENDENT / PORTFOLIO

Wwise, Unreal Engine, Blueprints

## SELECTED WORK

### PROFESSIONAL

#### FMOD Build Validation Tool

Production Tooling · FMOD Studio scripting

### INDEPENDENT

#### Battlefield 6 Audio Redesign

Sound Design

#### Crowd Audio Manager

Technical Audio · Unity + Wwise

#### Charged Arcane Bolt

Technical Audio · Unreal Engine + Wwise

## BACKGROUND

### EDUCATION

BA (Hons), Audio Production — SAE Institute Ljubljana

### LANGUAGES

Slovenian — Native · English — Advanced