

SHAO WEN CHEW

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EDUCATION

Berklee College of Music

September 2021 - August 2024

Electronic Production and Design Major.

Minor in Creative Coding. Specialisation in Video Game Sound Design.

- Achieved Berklee Women in Game Audio Award Spring 2024
- Awarded Berklee World Tour Scholarship
- President of Berklee Sound Design Network
- CGPA: 3.9

The International School of Penang (Uplands)

September 2021 - May 2021

IB Diploma Program

- HL: Computer Science, Film, Literature
- 38/45

EXPERIENCE

Technical Sound Designer

Komodo Range, Penang, MY (remote)

June - September 2024

- Working in a team of 8 to produce an indie 2.5D cozy puzzle game to be released this year.
- Implementing original audio design in Unity using C#, sound creation through foley and synthesis.
- Audio asset list creation and management
- Created an Audio Manager script in Unity to allow for centralised organization. Randomize assets in array, pitch and volume

Tutor - Electronic Production and Design

Berklee College of Music, Boston, MA

May 2024 - present

- Tutored students in EPD courses and the Intro to Computer Programming course
- EPD courses cover game audio, circuit bending, creative coding and core curriculum that includes basic synthesis, modular hardware, DAWs and other plugin softwares...
- LMSC216 Intro to Computer Programming covers github management, Scratch, Processing graphics and languages: python, html/css and javascript.

Experience and Instrument Developer

Self-researched Projects for Berklee College of Music

September 2023 - present

- Utilising Max/MSP, RNBO and gamepad to create patches for live performance, voice DSP sound design and instruments to use with Arduino sensors
- Created a UE5 Virtual installation exploring RNBO/Max in personal capstone project
- Created procedural weather in Metasound. Made a random audio processor with RNBO Max exported into UE5
- Composed adaptive music and created original sound design from synthesis, foley recording and so.
- Game design, art concept design, asset management, research into audio illusion and past installation projects.

Audio Lead

USC Advanced Games Projects Team Egregore

November 2023 - May 2024

- Shipped a first-person adventure game on Steam with a team of 35 students from USC and Berklee College.
- Led a team of 3 sound designers and 1 technical sound designer, delivered 50 sound assets for the game.
- Held weekly audio meetings in discord for feedback and checkins with the team.
- Created a master audio asset list with Google Sheets, assigned tasks to each audio team member.
- Assisted with dialogue editing. Batch edit and cleaning through iZotope RX and ProTools
- Acted as primary liaison between USC and my team. Contributed to additional sound design and dialogue editing tasks. Used tools Wwise, Unreal and Perforce

AV Performance Technician

Boston Conservatory at Berklee, Boston, MA

September 2022 - present

- Support a variety of live shows, audiovisual recording, stage setup for music
- Live directing camera handlers through remote headsets while recording
- Worked with hardware: Sony FX9, Behringer X32, Roland V-160HD Streaming Video Switcher, QSC systems...

Sound Editor Intern

Heat Dance, Los Angeles, CA (remote)

June - September 2023

- Worked with 10 other audio editors to clean and edit dialogue of dance instructional videos.
- Tools used include iZotope RX and Premiere Adobe for audio syncing and exporting
- Attend weekly meetings to get feedback from the CEO and revise

Voice Over Recording Engineer

MassArt - Animation 'Ignēscere' by Sara Zephyr

January - May 2024

- Led 2 Voice Over Recording Sessions at MassArt Recording Studio
- Worked with 3 Voice Over Artists and the Animator to deliver engaging lines in their characters.
- Worked with Universal Audio system and board

Music Video Producer and Director

Jenny Fan REM KARAOKE, Math Class - Sugar High 2022, Monday Blues

December 2020 - present

- Production planning from start to end of all video projects
- Location scouting (within Penang, MY and Boston, MA), talent recruiting, budget planning and directing on set
- Collaborate closely with video editors to achieve desired results through daily Zoom calls or weekly feedback
- Comfortable working with and directing up to 15 people on set

SKILLS

Tools

Unreal Engine, Wwise, Metasound, Unity, FMOD, Max/MSP/Jitter/OpenGL, Cabbage, CsoundQT, iZotope RX, Reaper, Final Cut Pro, Spear, Logic Pro X, Pro Tools, Godot, Arduino, Git, Perforce

Programming Languages

C#, Csound, C, HTML/CSS, C++, python, javascript, Bash Zsh

Languages

English (Native), Mandarin, Malay and Hokkien (Conversational), Spanish (Learner)

Audio Hardware

Avid S6, API 1608 Analog consoles, UAD systems, Instrument building with circuit bending and sensors with Arduino

REFERENCES

Dr. Richard Boulanger

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