Edward Dai

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OBJECTIVE

Technical Sound Designer leveraging a background in AAA Game QA and Music Production. I combine creative audio implementation with a rigorous technical approach, utilizing C#, Unity, and Wwise to build systems that are immersive, optimized, and bug-free.

EXPERIENCE

Self, Vancouver   2024 - present

Freelance Technical Sound Designer

- **Architected audio systems for the horror title *Lambyrinth*,** utilizing FMOD and Unity to implement complex mechanics like enemy voice mimicry and reactive dialogue.
- **Programmed a music-synchronization system for a combat overhaul**, linking gameplay QTE inputs directly to musical beats to drive player feedback.

NetEase Games, Montreal   2023 - 2024

Senior QA Specialist

- **Co-developed an automated performance testing tool** to capture background metrics
- **Built a custom Unreal Engine training sandbox** with intentional defects to accelerate bug-finding skills in new hires.
- **Served as Interim Lead;** managed client reporting, bug database hygiene, and daily testing strategies.
- **Devised ad-hoc test plans** and tracking sheets rapidly to maintain team productivity during critical sprints.

PTW, Montreal   2020 - 2023

QA Specialist

- **Validated AAA titles** for major clients including Blizzard, Rockstar, and 2K Games.
- **Awarded top performer** for identifying the highest volume of critical issues during team audits.

EDUCATION

Vancouver Film School, Vancouver   Graduated February 2026

Diploma in Sound Design for Visual Media

- Graduated with Honors

McGill University, Montreal   Graduated April 2020

Bachelor of Music

- Violin Performance Major with Music Technology Minor

SKILLS

- **Game Engines:** Unity, Unreal, Godot
- **Middleware:** FMOD, Wwise
- **DAW:** Reaper, Ableton, Pro Tools
- **Languages:** Blueprints, C#, Python
- **Dev Tools:** Git, Jira, Perforce