

RUTURAJ WANKHEDE

Sound Designer, Game Audio Implementer and Music Producer.

www.soundcloud.com/karmasynk

Contact

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Work Experience

Elephant Sound Design (Part of Warner/Chappell Music)

Sound Designer - Freelance / Part time (June 2016 to Present)

Worked with the supervisor to develop a hi-fidelity sample library for trailers and promos of films and TV shows. Duties included synthesizing different elements like hits and risers from scratch and then making compositions suitable for trailers using the home made sounds.



AUDIO RELATED EXPERIENCE

Game Audio Implementation

Implementation of Audio for Video Games using relevant scripting softwares.

- Experience in creatively using professional audio production tools to edit and create high quality audio content for video games.
- Proficient in using commercially available audio scripting tools and middleware to implement the sounds for video games.
- Familiarity with game engines and the technical terms associated with game mechanics, hence making communication with other team members easy.

Sound Design

Software and Hardware Expertise

- Digital : Proficient with most latest cutting edge plugins. Expertise in building custom effect racks and other sound design tools in reaktor as and when required.
- Analog : Proficient at using the Access Virus and some experience with modular synthesizers, particularly the surge. Heavy user of foley recordings.

Mixing and Mastering

Sound Reproduction - Live and Recorded.

- Proficient in mixing and mastering a variety of styles and genres.
- Custom built a SSL4000 clone, thus has a deep understanding of how audio equipment works.
- Excellent ear and good at understanding what the client needs. Can figure out complicated patch bay setups.

Music Production

Composition and Live Performance - June 2010 to Present

- Producing and releasing hi-fidelity electronic music under the project KarmasynK.
- Signed to a reputed booking agency in the field, and performed at music festivals across North America, Europe and Asia.

Sound for Interactive Media

Audio-Visual Interactions and Generative Audio.

- Expertise with programming sound for visual cues and triggers.
- Can create an architecture for audio programming languages and visual programming languages to communicate with each other via OSC and other such tools.
- Can integrate hardware sensors to affect sound and vice versa.



AUDIO SOFTWARE PROFICIENCY

Ableton Live	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Avid ProTools	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Sony SoundForge	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Apple Logic	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Soundminer	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Reaktor	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Waves Plugins	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●



GAME ENGINES AND AUDIO MIDDLEWARE

Unreal	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Unity	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Wwise	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
FMOD	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Maya	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●



PROGRAMMING LANGUAGES

C++ (Including JUCE,oF)	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Objective C	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Java (Processing)	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Max - SP	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Python	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●



ACHIEVEMENTS

Wwise Certification

Certification in reputable industry standard in game audio software.

Officially certified content creator using Audio Kinetic's Wwise, an industry standard middleware for audio scripting.

Beatport Charts Top 10

Worldwide

Remix of a KarmasynK track which was featured in the EP Purple Punk climbed to a #4 spot in the Beatport Top 10 charts in the Glitch Hop genre and stayed there for two weeks.

Recording Competition - Capitol Records

Los Angeles, California, USA.

Part of a group that won a recording competition. The objective was to record a band and mix it. As the winners of the competition, we got to take our track and get it mastered at Capitol Records Studio in Hollywood, CA with their top engineer Evren Goknar.



EDUCATION

California Institute of the Arts

Valencia, California, 2012-2016.

Bachelor in Fine Arts : Music Technology - Innovation, Intelligence and Design.
Minor in Digital Arts.

Fergusson Junior College

Pune, India, 2010-2012.

High School Diploma - Focus in Computer Science