Dean Katz Ritov
Sound designer and composer

With 4 years of dedicated work as a freelance sound designer and composer, I specialize in crafting exceptional audio experiences, while traveling the world, recording, and creating sound libraries. I'm excited about game audio design and always aspire to innovate. I love collaborating with talented teams driven by a shared vision, to create exceptional games and meaningful experiences.

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Remote

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KEY PROJECTS

Oakenfold - Studio Taghua
Steam page 🔗

03/2022 - 11/2022   *Netherlands*

- **Nominated for Best Sound Design in the Game Audio Awards 2023.**
- Leveraged various sound design techniques, including layering, recordings, manipulating, synthesizing, and using dedicated sound design tools.
- Created a diverse and immersive audio experience by recording and designing distinct voice for each monster and creature, ensuring a rich and specific sound identity for each entity.
- Crafted immersive audio landscapes spanning steampunk, Sci-Fi, futuristic, magical, mythological, and dystopian genres.
- Composed musical UI elements that harmonized with the game's music, enhancing the overall player experience.
- Utilized Unity to design in-game level environments, crafting versatile and unique atmospheres for each location, enhancing the immersive experience of the game.
- Mixed and designed audio routing logic in Unity, creating captivating environments.
- Maintained an organized SFX sheet to ensure seamless collaboration and effective communication with the developer.

NickWatch - WatchinU
Official website 🔗

03/2021 - Present   *Israel*

- Audio Director, Sound Designer, and Composer for the Nickwatch project, a Smartwatch for kids, in collaboration with Nickelodeon.
- Created adaptive sound and music using Wwise.
- Performed Wwise sound implementation in Unity, incorporating C# programming to ensure proper functionality.
- Worked closely with developers, artists, and game designers to achieve a cohesive audio experience.
- Conducted "play-tests" (usability testing), to gather feedback from kids and adjusted the audio based on their comments and behavior.
- Created a wide range of audio elements, including sound effects, music compositions, UI, ringtones, notifications, alarm clocks, and more.
- Designed interactive games for kids that utilized hand movements and audio input, offering unique and immersive gameplay interactions.

SKILLS

Reaper   Cubase   Protools

Wwise   Unity   Composing   C#

Voice acting   Izotope RX

Google workspace   Field Recording

NOMINATIONS

Best sound design nomination in the "Game Audio Awards" (2023) 🔗
Game Audio Awards

Berlin International Sound Design Competition Finalist (2020) 🔗
BIFSC

Berlin International Sound Design Competition Finalist (2019) 🔗
BIFSC

CERTIFICATES

Complete C# Unity Game Developer 3D

Complete C# Unity Game Developer 2D

Nonlinear Systems & Chaos: An Introduction

EDUCATION

Audio Engineering
"Gera" Sound School
11/2016 - 07/2018

🗂 KEY PROJECTS

Nick Academy - Beta Studios
Official website ↗

11/2021 - Present
Israel

- An educational game aimed at teaching skills based on OECD guidelines, focusing on STEM subjects (science, technology, engineering, and mathematics).
- Functioned as Audio Director, Sound Designer, and Composer.
- Led the audio direction for Nick Academy, developing immersive sound design using Unity's audio engine and C# integration.
- Collaborated closely with developers, artists, and game designers to create a cohesive audio experience that enhanced the educational gameplay.
- Created sound effects, composed music in various genres, and implemented audio logic to enrich the immersive experience.

Match Masters - Candivore
Official website ↗

11/2022 - Present   *Israel*

- Created sound design for the different elements in the game, capturing the whimsical and humorous essence of the colorful cartoonish characters.
- Recorded character voices and emotes, and directed sessions with voice actors, adding lively personality to the game.
- Conducted quality assurance (QA) to ensure the seamless integration of sound within the casual mobile game experience.
- Maintained a clear SFX sheet documentation, facilitating effective communication with the game designer and programmers.