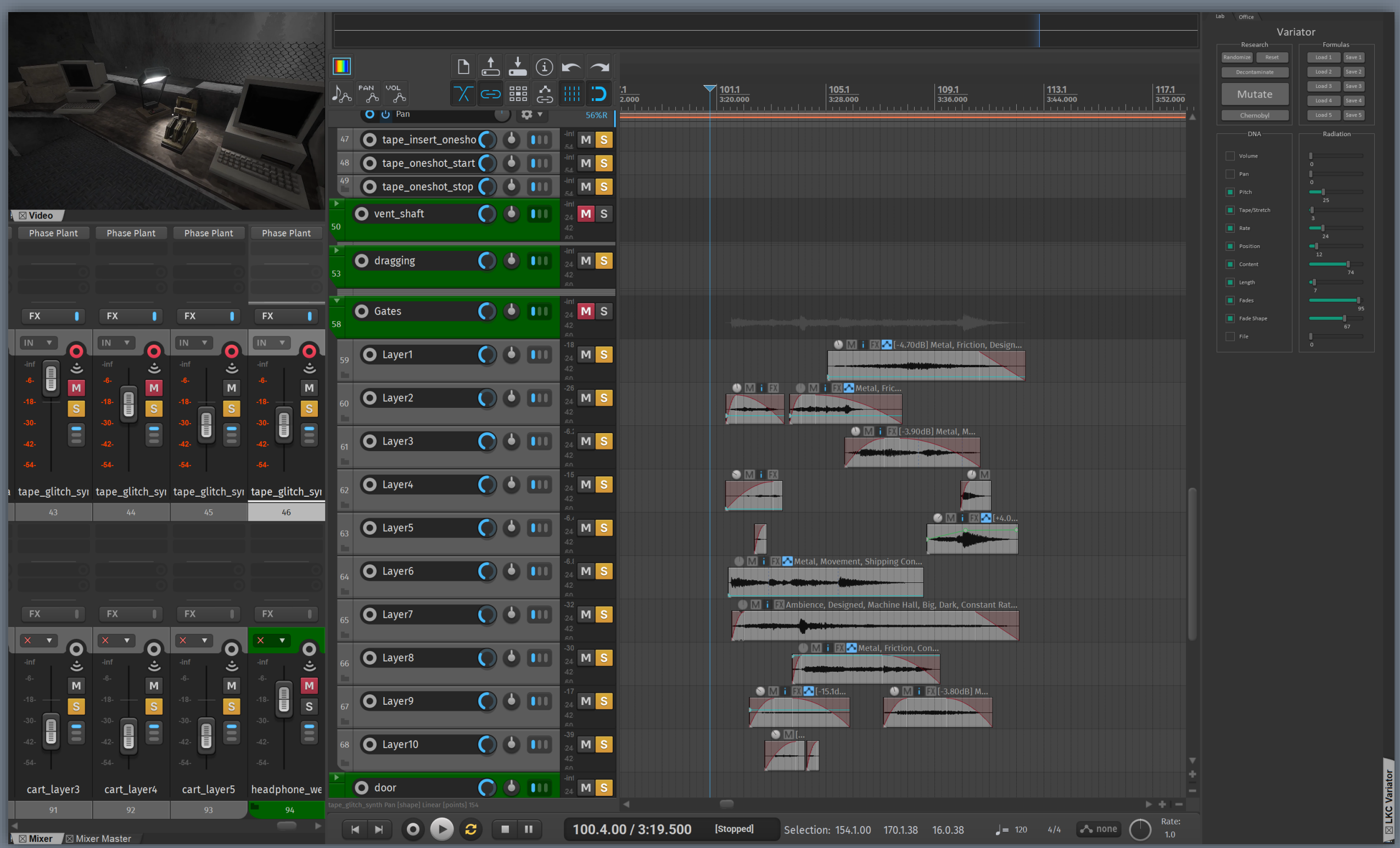


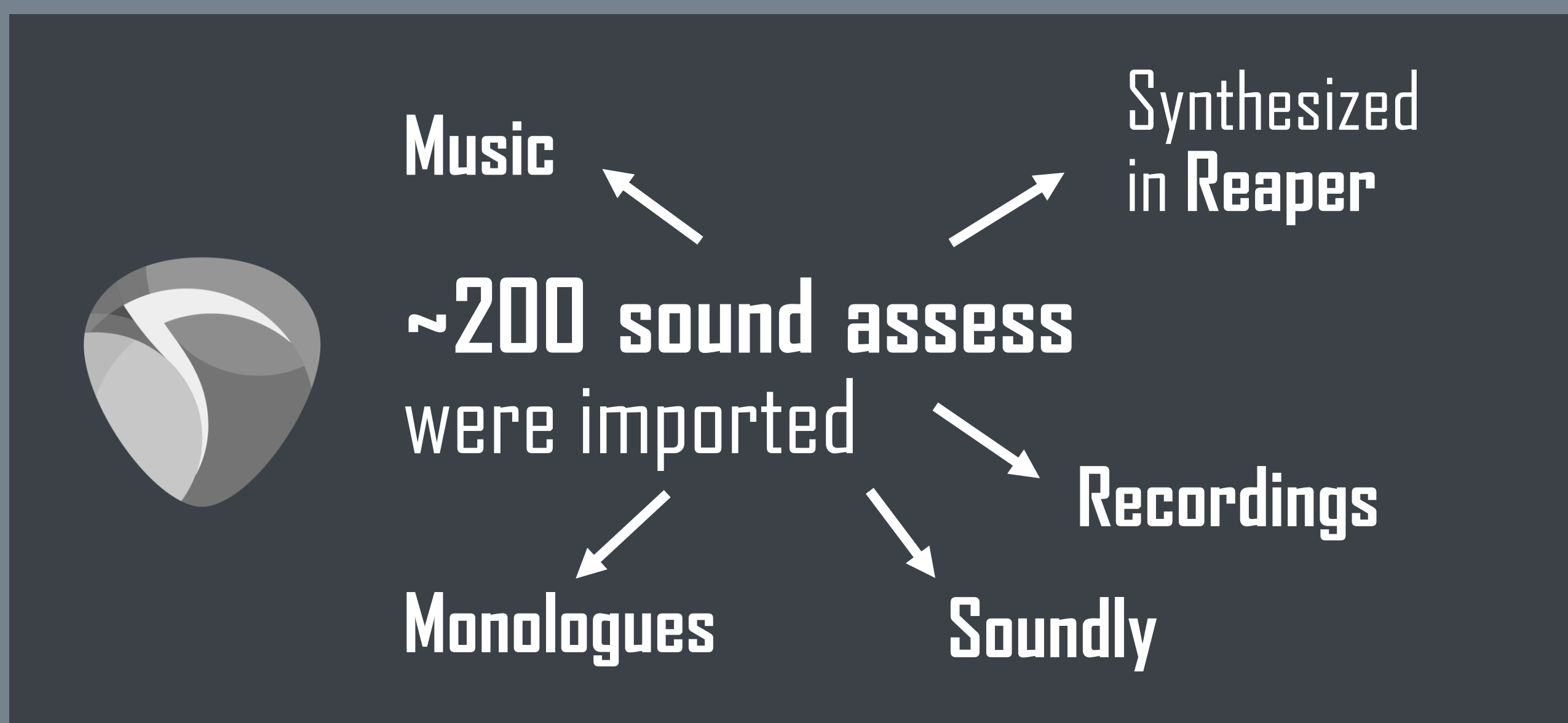
Sound Design in Unreal Engine 5 and Wwise



It all started with the game called **Into The Haze**, which made for **Brackeys Game Jam 2026.1**, where I was mainly responsible for the music. After the jam, I worked on the game's sound design using **Wwise**. The game was made in **Unreal Engine 5**, and two other developers are mentioned below.



Audiokinetic Wwise is an audio middleware that resides between the game engine and the Digital Audio Workstation, where sound assets are processed before being imported into the engine.




Core implemented features

Reverb rooms

Ambient damping system

Lever sound design
Updated UI

Wwise portals and diffraction
Steps for multiple surfaces

 Game music was made in Steinberg Cubase.

 As a technical sound designer, I had to work with UE5 to assign custom **geometry** and define **acoustic portals** and **rooms**.

Demo reel



Website

