

GEORGE ERDELI

Sound Designer | Game Audio

Warsaw, Poland · gapilip39@gmail.com

linkedin.com/in/georgeerdeli · Portfolio & gameplay examples · Sound design reel

Sound designer with a background in music, working across sound creation, Unreal Engine implementation, interactive audio systems, mixing, and optimization. Credits include Mortal Shell II, System Shock Remake, and High on Life.

EXPERIENCE & CREDITS

Cold Symmetry

Jan 2023 - Present

Senior Sound Designer · Mortal Shell II

Sound design across the game; design and maintenance of interactive audio systems; mixing and optimization in Unreal Engine 5 and WaveWeaver.

Bullets Forge

Oct 2025 - Present

Senior Sound Designer · Unannounced projects

Gameplay audio in Unreal Engine 5 and Wwise, from asset creation and implementation through optimization, mixing, and final polish.

People Can Fly

Aug 2022 - May 2025

Junior Sound Designer / Sound Designer · Project Gemini

Designed and implemented weapons, abilities, enemies, environments, and interactive audio systems in Unreal Engine 5 and Wwise. Project cancelled.

Nightdive Studios

Aug 2021 - Dec 2023

Sound Designer · System Shock Remake

Created and implemented audio as part of a two-person sound design team: combat, creatures, ambience, cinematics, and spatial audio in Unreal Engine 4.

Squanch Games

Sep 2021 - Jan 2022

High on Life · Outsourced / additional sound design

Contributed character and weapon sound assets during early development as part of an external audio team.

People Can Fly

Nov 2021 - Aug 2022

Audio Development QA · Outriders: Worldslayer

Identified audio issues and validated fixes, with a focus on performance, localization, loudness, and multichannel playback.

TOOLS & APPROACH

Unreal Engine 4/5 · Wwise · WaveWeaver · Reaper

Recording, editing, layering, resampling, and creative processing. Fluent audio implementation using Unreal's visual tools. Ongoing attention to sound quality, performance, and mix translation.

EDUCATION

Academy of Sound Engineering, Warsaw · 2019 - 2021

Professional qualification in audio editing, recording, and mixing

Maria Curie-Skłodowska University, Lublin · 2017 - 2020

Bachelor's degree in Jazz and Popular Music

Musical College named after W. Kosenko, Zhytomyr · 2013 - 2017

Diploma in Music Performance and Pedagogy