

Haolun Bian

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Portfolio: <https://www.haolunbian.com/>

EDUCATION

- **University of Utah** — B.A. in Games, Minor in Music Technology *Aug.2022-Present*
- **Green River College** — Associate Degree in Music *Dec.2019-Jun.2022*

INTERSHIP

- **Salt Sound Studio** — Audio Designer Intern *Aug.2025-Dec.2025*
 - Responsibilities: Primarily designing and producing audio samples for games and other media, communicating with clients, and testing audio systems in games; also responsible for game story design and writing lyrics for game music.
 - Main projects responsibility: Hōchi Shōjo, Rythem Animal Cafe, XiJing, Paper Bride, Anipop, etc.
 - Projects I've worked on: Golden Spatula, PUBG Mobile, Speed Drifters, etc.

PROJECT

- **Hōchi Shōjo: Hyakka Ryōran no Moehime-tachi** — Audio Design (Intern Project) *Aug.2025-Dec.2025*
 - Created multiple event-related audio samples; all were approved and implemented.
- **XiJing** — Audio Design (Intern Project) *Aug.2025-Dec.2025*
 - Responsible for all audio assets in the project; all were adopted.
- **Rythem Animal Cafe** — Narrative Design (Intern Project) *Aug.2025-Dec.2025*
 - Developed the game's worldbuilding, character settings, story structure, and full script.
- **Paper Bride: Firefly Night Stories** — Lyric Writing (Intern Project) *Aug.2025-Dec.2025*
 - Wrote the theme-song lyrics for the Paper Bride spin-off title; the lyrics were officially adopted.
- **Clay Beats** — Game Design, Audio Design, Composer *Sep.2024-May.2025*
 - Designed level flow and interactive music logic for a cute, anime-style rhythm game with cat characters.
 - Composed the main theme and several rhythm-game tracks.
 - Released on Steam.
- **Independent Projects** — Game, Music, Sound Design *Aug.2022-Present*

SKILL

- **Audio Design:** Strong ability in end-to-end game audio production, capable of independently designing and implementing sound for gameplay and trailers.
- **Piano Performance:** Performance Level, Shanghai Conservatory of Music. Trained under renowned musicians Wang Jianzhong and Tian Mei. **Recipient of 9 international, 7 national, and 18 municipal awards.**
- **Game Design:** Proficient in **narrative design**, level design, and system design. Skilled in constructing gameplay rules, writing complete design documents, and coordinating implementation with programmers, artists, and audio teams. Strong at integrating narrative, mechanics, and sound to enhance immersion and expression.
- **Composition:** Solid composition ability supported by strong theory knowledge and broad stylistic understanding. Able to create music that aligns with game narrative and mechanics.
- **Software:** UE5, MuseScore, Logic Pro, Wwise, Unity, Reaper.