Daniel Teo

Sound Designer · Re-Recording Mixer · Dialogue Editor

hello@danielteo.net · +1-310-804-0374
danielteo.net · linkedin.com/in/daniteosound

PROFILE

Award-winning Sound Designer, Dialogue Editor, and Re-Recording Mixer with 10+ years across games, film, and broadcast, plus hands-on game audio implementation in Wwise, Unreal Engine, and Unity. Credits include Call of Duty trailers for Activision, AAA campaigns for Blizzard Entertainment and Epic Games, and an Emmy Award-winning episode of PBS SoCal's *Artbound*.

EXPERIENCE

Activision (Contract) — Sound Designer — Aug 2026 – Nov 2026

- Sound design, music design, and mix for *Call of Duty: Modern Warfare 4* trailers, including The Haunting and DMZ.
- Edited and processed in-game audio captures into broadcast-ready trailer assets.
- Also contributed to *Call of Duty: Mobile*, *Crash Bandicoot*, *Spyro*, and an unannounced title.

Dark Burn Creative / Trailer Park Group — Sound Designer, Re-Recording Mixer — Nov 2024 – Present

Full-time, Nov 2024 – Mar 2026 · Freelance, Mar 2026 – Present

- Sound effects, Foley, and ambiences for AAA game marketing campaigns for Activision, Blizzard Entertainment, Bungie, Electronic Arts, Epic Games, Riot Games, and Sony Interactive Entertainment.
- Dialogue cleanup, ADR, and final mixes delivered to broadcast, streaming, and loudness specs.

Meta — Sound Designer, Dialogue Designer — Mar 2026 – Jun 2026

- Designed, edited, and evaluated dialogue and sound effects for AI audio applications alongside research and engineering teams.

The Other Kind — Audio Lead — 2024 – 2025

- Led all audio post for an independent feature film: dialogue editing, sound design, ADR, and final mix.

Ground Storm Media — Sound Designer, Re-Recording Mixer — 2023 – 2025

- Sound design and mix for "The Cheech," an Emmy Award-winning episode of PBS SoCal's *Artbound*.

DMT Sonics — Sound Designer, Composer, Dialogue Editor, Re-Recording Mixer — 2016 – Present

- Original sound design, Foley, UI audio, and stereo/5.1 mixes for directors, agencies, and clients.

EARLIER EXPERIENCE

Pen Station Studios — Assistant Engineer. Session setup, signal flow, and Pro Tools support. 2023 – 2024

Space Monkey Sound — Sound Engineer. Mentored by Grammy-winning engineer Chad Brown. 2016 – 2018

Interscope Records — Studio Assistant. Sessions for Kendrick Lamar's *To Pimp a Butterfly*. 2014 – 2015

SKILLS

Audio	Pro Tools Ultimate, iZotope RX, Reaper, Ableton Live, Accentize · Sound design, dialogue editing, music editing, Foley, ADR, mixing, loudness compliance
Game Audio	Implementation in Wwise, Unreal Engine, and Unity: events, RTPCs, switches and states, attenuation, bus mixing · Python · Spatial and UI audio

EDUCATION

Bachelor of Music Production & Technology — Pontifical Catholic University of Rio Grande do Sul (PUCRS)

Game Audio Design & Production; Interactive Scoring for Games — Berklee College of Music

Wwise-101 Certification — Audiokinetic