

Mor Sedero

GAME AUDIO DESIGNER

Designing sound, music, and interactive audio systems for games.



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PROFILE

Game Audio Designer specializing in interactive sound, adaptive music, and audio implementation for games. Experienced in building gameplay-driven audio systems using Unreal Engine, FMOD, MetaSounds, and Blueprint scripting, including end-to-end audio ownership for Monster Punk's live FMOD-to-Unreal pipeline. With a background in composition, recording, and multi-instrumental performance, I combine a musician's ear with technical problem-solving to create audio that supports gameplay, storytelling, and player experience. Alongside project work, I teach sound design and mentor aspiring audio designers.

CORE SKILLS

Event-driven & parameter-driven middleware systems · Blueprint-level UE5 audio scripting · Audio pipeline organization & asset management · Interactive & adaptive audio implementation · Sound layering & dynamic mixing · Combat & weapon sound design · Creature & UI sound design · Spatial / 3D audio design · Foley recording & sound synthesis · Version-controlled collaborative workflows

PROFESSIONAL EXPERIENCE

Sound Design Mentor at Mentor College

2026 - PRESENT

- Mentors aspiring game audio designers in sound design fundamentals and real-world project workflow.

Game Audio Designer at Fooya Games

2025 - PRESENT

- Sole audio designer on Monster Punk: game sound design, music, and a live FMOD-to-Unreal Engine implementation, built and owned end to end, without a larger audio team.
- Composed the I Come In Peace soundtrack.
- Nominee, Best Game Soundtrack, Israeli Indies Awards 2025.

Composer & Sound Designer at Mersedero.com

2019 - PRESENT

- Designed and implemented sound effects and music for games and film; owned audio pipelines from concept through final implementation, aligned with gameplay and visual direction.
- Collaborated with designers, programmers, VFX artists, and animators on player feedback, emotional impact, and gameplay clarity.
- Clients and collaborators include The Jewish Agency for the Land of Israel, Cowboy Productions, and Rugelach Games, plus award-winning short films with Kibbutzim College, Minshar, Mentor College, and Bezalel Academy.

Sound Design Instructor at Ashkelon Center of Excellence

2024 - PRESENT

- Teaches a sound design curriculum for kids: Foley recording, asset libraries, narration, SFX creation, and sound manipulation.
- Directs live-scored ensemble performances.

Music Producer at Simply (formerly Joytunes)

2022 - 2024

- Produced high-quality renditions of popular songs for the SimplySing app: MIDI composition, live recording, sampling, and mixing in a fast-paced, deadline-driven environment.

Music Production Instructor at Mikey Conservatory of Music, Tel Aviv

2021 - PRESENT

- Teaches recording, editing, and mixing; leads rock, pop, funk, and R&B ensembles preparing students for recitals and shows.

EDUCATION

B.Ed, Music Education at Levinsky College

2018 - 2021

Rimon School of Jazz and Contemporary Music

2017 - 2021

TOOLS

Cubase · Ableton Live · FMOD Studio · MetaSounds · Unity · Unreal Engine · iZotope RX · Sibelius · DaVinci Resolve · GitHub · Diversion