

SHAO HI

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SUMMARY

Versatile sound designer, music producer, and audio engineer bridging cinematic post-production with advanced audio technology. Specialized in dialogue editing, Foley, immersive Dolby Atmos mixing, and adaptive game audio, with hands-on studio production and original machine-learning research in generative sound.

EDUCATION

BERKLEE COLLEGE OF MUSIC, Boston, MA

Sept 2022 – May 2026

Bachelor of Music, Electronic Production & Sound Design | Minors: Film Scoring & Creative Coding

FILM AUDIO PRODUCTION

Sound Design Reel: <https://youtu.be/FsuUzGDKucw>

FREELANCE AUDIO ENGINEER, Remote / Boston, MA

2024 – Present

- Mixed 10+ short-film projects in immersive Dolby Atmos.
- Balanced a hybrid setup, efficiently coordinating remote and studio-based projects simultaneously.
- Set up remote recording capabilities for both sound-to-picture and songwriting sessions.

ROB'S HOME INVASION, Remote

Nov 2025 – Mar 2026

- Independent Short Film — Official Selection, The North Film Festival (premieres June 10, 2026)
- Sound Designer / Voice Actor / Foley Performance
- Complete audio post-production — dialogue editing/acting, AMB, HFX, SFX, and Foley.
- Collaborated with producers and directors to tailor sound design to each project's creative requirements.

ISIAH'S GLASS GOES DOWN EASY, New York, NY

Sept – Dec 2025

- Independent Short Film
- Sound Designer / Dialogue Editor / Foley Performance
- Dialogue editing/parsing, AMB, HFX, SFX, and Foley.
- Partnered with the director to develop the narrative concept together, sustaining a healthy hybrid feedback loop throughout production.

WARHAMMER 40K, Boston, MA

2025

- Sound Redesign
- Redesigned SFX, dialogue performance, ambience, Foley, and hard FX.

MUSIC PRODUCTION & RECORDING

STUDIO PRODUCTION & RECORDING, New York, NY / Remote

2024 – Present

Producer, arranger, and bassist across album and major-label single releases

- Music Producer / Arranger / Bassist
- Produced and recorded a forthcoming studio album (release Aug 2026) at Power Station NYC, featuring Chris Dave (drums) and David Murray (saxophone).
- Arranged, produced, and performed bass for major-label singles with Ahh G via Sony Music TW — Cool But Lonely, 清口菜, Boxed In.
- Composed and produced the album Kinda for the band Finding NEO — Parallel, 太麻煩 (Live).
- **Full production credits:**

<https://docs.google.com/document/d/1C5LDMaHvVnMu0Krr3bfEFrhahSfCDuZmVBN-fMIN2B8/edit?usp=sharing>

ACOUSTIC ENGINEERING & SOFTWARE DEVELOPMENT

CHIA CHUN TECHNOLOGY CO., LTD., Remote, Part-Time

2023 – Present

Audio consulting and full-stack development for an automotive components manufacturer

- Audio Consultant & Full-Stack Developer
- Tuned air-chamber resonance through precision geometric engineering and managed end-to-end prototype validation via acoustic testing.
- Building in-house CAD and CFD tools to model 3D exhaust geometry and predict backpressure and transmission loss before prototyping.
- Designed an internal ERP system used across departments to manage inventory, invoicing, cost and profit tracking, and production scheduling.
- Developed the backend and UX for the company website.
- Built marketing and automation scripts to streamline cross-border web operations.

AUDIO & ML CODING / RESEARCH

- **RQ-VAE (In Development)** — Developing a residual-quantized VAE architecture for generating high-fidelity cinematic film and trailer sound assets.
- **RAVE Custom Model** — Trained a Realtime Audio Variational autoEncoder on a custom-curated drum dataset for generative audio sample processing.
[Google Colab] <https://drive.google.com/file/d/1IH4clezy4qcc6Y2VIXaxNylSGhQdZUYy/view?usp=sharing>
- **ICMC 2025** — Volunteer at the 50th International Computer Music Conference, Boston (June 8–14, 2025).

SKILLS

- **Audio & Post-Production:** Pro Tools, Ableton Live, Logic Pro, Reaper, Max/MSP, GEN, Surround Sound Mixing (Dolby Atmos)
- **Coding & Middleware:** Wwise, FMOD, Unity, Unreal Engine 5, Python, C++, JavaScript, PyTorch, Full-Stack Web Development