



ALI TARIK BULBUL

Music Composer | Sound Designer | Audio Engineer

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ABOUT ME

I'm a passionate sound designer with a strong background in music performance, audio production, and immersive sound creation. My expertise lies in designing and implementing audio systems that enhance player experience, from dynamic soundscapes to responsive sound effects. I'm skilled at working with middleware such as FMOD and Wwise, and integrating audio into game engines like Unity. With a deep understanding of how sound shapes emotion and gameplay, I aim to create meaningful, engaging audio experiences that bring games to life.

EDUCATION

ISTANBUL BILGI UNIVERSITY

B.A. in Music (100% English Curriculum)

2019 - 2024
3.00 / 4.00 GPA

BERKLEE COLLEGE OF MUSIC

Certification Game Audio and Production
2025

BERKLEE COLLEGE OF MUSIC VALENCIA

M.A. in Music Production, Technology and Innovation
2026

LANGUAGES

English (Fluent)
Turkish (Native)
German (A1)
Spanish (A2)

WORK EXPERIENCE

SOUND DESIGNER / MUSIC COMPOSER

01/2026-NOW

DICEHIT GAMES "Runeveil"

Sound design, music composing and audio implementation, adaptive music system with FMOD, Unity on the game "Runeveil"

FOUNDER OF NAZAR RECORDS

7/2024-3/2025

Sublabel of Sony Music, Registered to Orchard Portal, Creative Directing, Production, Artist Management

AUDIO ENGINEER & SOUND DESIGNER

9/2023-6/2024

Istanbul Bilgi University

MUSIC COMPOSER & PRODUCER

2019-NOW

- Composed and produced original tracks blending multiple genres such as electronic, RnB, Jazz, IDM, and hard techno
- Designed immersive soundscapes for multimedia and live performances
- Developed creative sound solutions for branding, advertising, and game audio

ACHIEVEMENT

- Performed at international electronic music events, including Machine Nation in Estonia
- Sound design, music composing on "dekkaprojekt26" Prag, "Over The Rainbow" contemporary dance project.
- Successfully designed and implemented soundscapes for interactive media projects
- Played at prestigious jazz festivals, including Istanbul Jazz Festival and Akra Jazz Festival
- Participated over 5 EU Erasmus+ Youth Exchange projects in Germany, Turkey
- Artist in exhibition in Detmold ISFF17, with graphic notation A/V installation.

SKILLS

- Sound Design: Expertise in designing soundscapes for various media, including movies, music, and games.
- Game Audio Implementation: Using Wwise/FMOD/Unity for audio integration in game development.
- Music Production: Experienced in producing and arranging music across various genres, with a focus on electronic and experimental sounds.
- Digital Audio Workstations (DAWs): Proficient in using Ableton Live, Logic Pro, Pro Tools and other DAWs for sound creation and editing.
- Leadership & Project Management: Strong leadership abilities, with experience in team coordination, workshop facilitation, and creative project management.
- Social Media & Digital Trends: Knowledgeable in leveraging social media platforms to analyze trends, engage audiences, and promote products.
- Cross-cultural Communication: Experience working in diverse cultural settings, improving my ability to collaborate with teams from different backgrounds.