

# Leon Zeng

Sound Designer/Composer



leonzeng.com

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## Work Experience

### Freelance - Sound Designer / Composer

Sep 2022 - Present / TORONTO, ON

Designing + implementing sound, and composing original music.

Clients include:

- Student thesis films at Sheridan Animation
- Promotional content for small businesses on YouTube
- Independent singer/songwriters

### Muse - Product Designer

Aug 2025 - Jun 2026 / SARATOGA, CA

Led 0→1 product design with the founding team, taking the platform from concept to MVP in **4 weeks**. Built comprehensive **mobile + desktop design systems** (components, tokens, interaction states) and translated high-fidelity Figma prototypes into production-ready specs.

### Warriors Esports - Production Assistant

Sep 2024 - Sep 2025 / WATERLOO, ON

Assisted in production and management of the University of Waterloo's Warriors Esports livestreams, specifically for League of Legends. Worked as an in-game observer and **managed audio during broadcasts**.

### Genellipse Inc - Product Design Intern

May 2024 - Sep 2024 / TORONTO, ON

Increased visitor engagement by 35% through leading a redesign of the company website. Prototyped and implemented UI for a cybersecurity app.

### Anoo - UX Design Intern

Apr 2023 - Sep 2023 / TORONTO, ON

**Designed a sound-based mobile game** for the Digital Wellness Centre at MyStride, resulting in higher user retention through refined user flows and prototypes.

Revamped Doodles by auditing and implementing player feedback through enabling players to communicate with the design team directly.

### UWaterloo Haptics Lab - UX Research Assistant

Sep 2022 - Apr 2023 / WATERLOO, ON

Collaborated with Games Institute researchers to redesign the UW HX Lab's Haptiverse. Conducted cognitive walkthroughs to analyze user journeys, identifying and addressing several key usability issues.

## Education

### Vancouver Film School

Aug 2026 - Aug 2027

Sound Design for Visual Media

### University of Waterloo

Sep 2021 - Jun 2026

B.A Communication Arts & Design

## Skills

**Tools:** Reaper, Pro Tools, FL Studio, Wwise, Figma, Adobe Suite, Git, Notion, Jira

**Design:** Sound Design, Music Composition, Interaction Design, Visual Design, UX Research

### Collaboration:

Communication, Adaptability, Agile, Design Critiques, Public Speaking, Conflict Resolution

## Projects

### Brewitchery - UW Game Jam

Feb 2025

Designed and implemented sounds and composed the original soundtrack for a potion-making rhythm game during the UW Game Jam.

### PogPoints - Twitch Hackathon

Feb 2021 - Mar 2021

Designed sounds and UI for an app to gamify audience interaction with their favorite streamers through fun reward distribution using Twitch's Channel Points API.