

- SOUND DESIGN - INFRASTRUCTURE ENGINEERING - SAN ANTONIO, TX

DANIEL RAMIREZ.

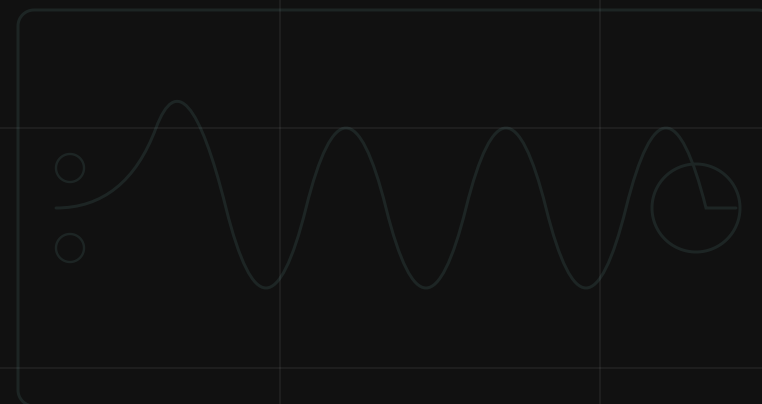
Daniel Ramirez.

SOUND DESIGNER & INFRASTRUCTURE ENGINEER

SAN ANTONIO TX · 2026 · DANIEL-RAMIREZ.IO



LUFS AUDIO



I build the audio and the systems it runs on.

I started in audio — **conservatory training at NYU Steinhardt**, then sound design for products at Hinge Health and xAI. Shipping audio at scale meant building the pipelines, the automation, the infrastructure — so I taught myself the systems side, and it grew into a full production homelab.

The two halves are not separate hobbies. In **broadcast, AV, and game-audio tooling**, the job literally requires audio expertise plus IT competence — and I am fluent in both. I am now formalizing the technical side with the CompTIA trifecta.

DOMAIN A

Audio & Sound Design

WWISE 101 / 201

UNREAL ENGINE 5

UNITY

PRO TOOLS · LOGIC · ABLETON

QLAB · FMOD

RESEMBLE TTS

MAX/MSP · PURE DATA

AI VOICE / TTS

6 LANGUAGES

SONIC IDENTITY

ADAPTIVE AUDIO

Interactive UX sound, game implementation, multilingual AI voice, podcast production, live A1/A2 mixing.

DOMAIN B

Infrastructure & DevOps

LINUX

DOCKER COMPOSE

TAILSCALE

PROMETHEUS · GRAFANA

POSTGRESQL · REDIS

ZERO-TRUST NETWORKING

ACL-AS-CODE

PYTHON · BASH

FORGEJO · N8N

BACKUPS / DR

Multi-site homelabs, full observability, network-as-code, automation agents, embedded DSP.



BRIDGE

AI audio tooling — ffmpeg-mcp-server · lufs-workchain · qwen3-tts · stable-audio-open — where the two domains fuse.

Hinge Health

VIA LUFS AUDIO · MAY 2022 – JUL 2024

TECHNICAL SOUND DESIGN · UX AUDIO · AI VOICE

Contract · Remote

70k+

DAILY ACTIVE USERS

+18%

SESSION DURATION LIFT (A/B)

6

LANGUAGES (AI TTS)

3yr

CONTRACT DURATION

- Designed interaction sounds for a mobile health app serving **70k+ daily users**
- Shipped adaptive sound system; **A/B framework drove +18% session duration**
- Produced end-to-end **podcast series** — casting, VO direction, cross-functional scheduling
- Built **Wwise + Unity** implementation pipelines; authored engineer guidelines
- Multilingual **AI voice/TTS production** (Resemble) — EN, DE, NL, UK-EN, ES, FR
- Clients also include **xAI** — interaction audio for AI products



Homelab & Infrastructure

SELF-BUILT · 2021 — PRESENT

100+
CONTAINERS

DOCKER

~10
2 SITES

NODES

Zero-Trust

NETWORKING

Tailscale zero-trust mesh — ACLs managed as code with CI validation

DATA & SERVICES

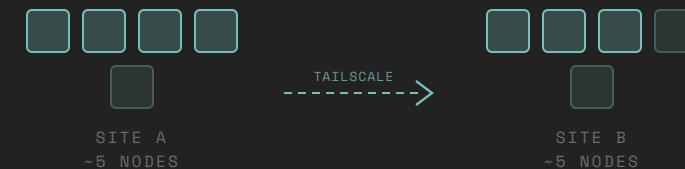
PostgreSQL · MariaDB · Redis · Forgejo · n8n · Matrix Synapse

OBSERVABILITY

Prometheus · Grafana · Alertmanager — full-stack visibility across all nodes

BACKUPS / DR

Restic automated backups; CalDAV backup via n8n; patching & config automation



ORCHESTRATION

Docker Compose per host — automated via a custom **OpenCode agent**

AUTOMATION

Python · Bash — agent-driven ops; MCP tooling; CI/CD pipelines

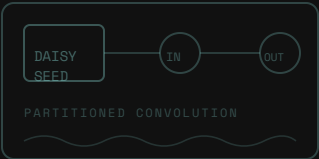
HARDWARE + DSP

EchoBridge

`echobridge.lufs.audio`

Partitioned-convolution reverb algorithm written in C++ on a Daisy Seed (ARM Cortex-M7). Custom guitar pedal — hardware assembly, soldering, firmware, and a complete documentation site.

- C++ DSP
- ARM / DAISY SEED
- REVERB ALGORITHM
- EMBEDDED
- DOCS SITE



AI / AUDIO TOOLS

Audio Tooling

`github.com/danialrami`

Agent-first audio pipeline and tooling — the clearest proof that the two domains fuse.

LUFS-WORKCHAIN

Agent-first audio pipeline CLI — NDJSON progress streaming, structured JSON output, disciplined exit codes.

FFMPEG-MCP-SERVER

MCP tool server wrapping FFmpeg with Docker sandboxing — exposes audio tooling to AI agent workflows.

LOCAL AI AUDIO

Self-hosted qwen3-tts & stable-audio-open; Whisper + Fabric transcription pipelines.

Audio

- **Wwise 101 / 201** — certified
- **Unreal Engine 5** — certified
- FMOD · Unity integration
- Pro Tools · Logic Pro · Ableton · REAPER
- QLab · live A1/A2
- **AI voice / TTS** — Resemble, Qwen3-TTS
- Multilingual VO production (6 languages)
- Max/MSP — certified
- Interactive / adaptive audio design
- UI/UX sound design, sonic identity
- DSP · embedded audio · C++
- Podcast production, VO direction

Infrastructure

- **Linux** (Arch, Debian / server)
- **Docker & Docker Compose** multi-host
- **Tailscale** zero-trust mesh VPN
- Prometheus · Grafana · Alertmanager
- PostgreSQL · MariaDB · Redis
- Forgejo · n8n · CI/CD
- ACL-as-code (tailscale-acls)
- Backups / DR (Rustic)
- Multi-site networking, firewalling, DNS
- Workstation builds, hardware repair
- CompTIA A+ / Net+ / Sec+ (in progress)

Programming

- **Python** — primary (28 repos)
- **Bash / Shell** (14 repos)
- C++ — embedded DSP
- JavaScript / TypeScript
- Lua (REAPER scripting)
- SuperCollider · Pure Data
- MCP servers / agent frameworks
- Local LLM hosting (Ollama, OpenWebUI)
- Hugo — static sites
- FFmpeg pipelines
- Git — 85 repos (32 public)

EDUCATION

B.M. Music Theory & Composition
for Film and Multimedia

NYU Steinhardt · New York, NY · 2015–2019 · 3.45 GPA

CONFERRED

Sound Spatialization & Synthesis

IRCAM · Paris, France · 2017

CONFERRED

CERTIFICATIONS

Wwise 101 & Wwise 201

Audiokinetic

CERTIFIED

Unreal Engine 5

Epic Games

CERTIFIED

Max/MSP

Cycling '74

CERTIFIED

CompTIA A+ · Network+ · Security+

CompTIA — all three expected 2026

IN PROGRESS · 2026

Audio fluency + IT depth is a **rare and valuable** overlap.

BROADCAST & AV

Broadcast / AV Engineer

Audio hardware + Linux/IP networking + signal-flow troubleshooting. The job spec is exactly this profile — audio expertise and IT competence, simultaneously, every day.

GAME AUDIO TOOLING

Technical Sound Designer

Wwise/Unreal implementation plus custom tooling, MCP servers, and pipeline automation. Candidates who can both design and engineer audio tools are extremely rare.

TECHNICAL DOCS

Developer Documentation

Dual fluency (audio + infra) makes documentation genuinely credible. READMEs, EchoBridge manual site, cross-functional training — writing is already a proven deliverable.

Daniel Ramirez.

EMAIL

daniel@danialrami.com

WEB

daniel-ramirez.io

GITHUB

github.com/danialrami

REEL

reel.danialrami.com