

### SKILLS

#### Audio

Sound Design

Middleware Design

Audio Post Production

Recording Engineering

Audio Mixing

Music Composition

#### Tools

Reaper



Wwise



FMOD Studio



Unity



Unreal



TortoiseSVN



Pro Tools



#### Teamwork

Leadership

Collaboration

Conflict Resolution

Task Management

Task Delegation

### STUDENT PROJECTS

#### Audio Lead, Sound Designer, & Composer

August 2022 - Present

*Kilonova*

Team of 21


- Led an audio team of 2
- Created over 1000 audio assets with Reaper
- Designed adaptive audio behaviors in Wwise
- Composed and produced 13 tracks with Reaper
- Developed efficient audio pipeline with audio programmer using ClickUp

#### Sound Designer & Composer

August 2021 - June 2022

*Return to the Skyway*

Team of 13

- Created 296 audio assets with Reaper
- Designed adaptive audio behaviors in FMOD Studio
- Composed and produced 10 tracks with Reaper
- Developed efficient audio pipeline with audio programmer using Trello
- Published game to Steam 

### EXPERIENCE

#### Sound Designer & Composer for MFA Thesis Projects

June 2023 - Present

*DigiPen Institute of Technology*

- Designed deep adaptive audio in FMOD Studio
- Collaborated with masters students to support their vision

#### TA for Collaborative Game Project Classes

August 2022 - May 2024

*DigiPen Institute of Technology*

- Provided guidance and critique to underclassman audio students
- Collaborated with teams with no audio person to select assets and give audio advice
- Helped teams with workflow, teamwork, and communication to improve their team synergy

#### Music & Sound Design Instructor

June 2023 - August 2023

*Open World*

- Taught 6 classes of kids and teenagers about music & sound design

### EDUCATION

#### Bachelor of Arts in Music and Sound Design

August 2020 - April 2024

*DigiPen Institute of Technology*

#### Associate in Recording Technology

August 2018 - May 2020

*Front Range Community College*

