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SUMMARY
Music composer and sound designer excited to work with a diverse team to create highly detailed and engaging audio for static and interactive projects using the latest sound design and music composition tools such as Pro Tools, Reaper, Wwise, Dolby Atmos, Unity, and Unreal Engine.

Accomplishments
● Self-taught sound designer who's sound effects have ranked top in sales on the Unity asset store for multiple years.
● Increased listener retention while running local radio station hosted by nonprofit organization
● Won two music competitions

<u>FIELD EXPERIENCE</u>

● *Director & Sound Designer - Dreamcore Studios - (Vaporware, sci-fi audio drama) (2020 - current)*
   ○ casting director: went through 100+ voice actors for roles in the production
   ○ Used Reaper to mix audio in 7th order ambisonics for in-ear surround sound audio
   ○ Used Cubase to mix the audio for Dolby Atmos
   ○ Regularly contacted voice actors and voice acting agencies and set up meetings to discuss rates, handle group and solo recording sessions, and hired script editors and voice actors.

● *Composer & Sound Designer for Inigmas Games' Alligori (2024)*
   ○ Composed music faithful to the sound of the Super Nintendo soundchip
   ○ Coordinated with programmer and director for continuous feedback

● *Composer & Sound Designer Future Memory LLC (2018 - 2018)*
   ○ Used FL Studio to compose music and designed sound effects for puzzle game released for the Nintendo Switch

- ***Polarbyte Games - Rolled Out (2021)***
  - ○ Designed sound effects using real-world recordings, synthesizers, and FL Studio
  - ○ Coordinated with team other team members

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  ALL IN - ZONERS (2020
  - ○ Composed music using Ableton Live
  - ○ Continuously communicated with developer over discord regarding song feedback

- ***Libretro - RetroArch UI Sound Effects (2019)***
  - ○ Designed sound effects for UI using FL Studio and visual references
  - ○ Composed ambient music for menu in FL Studio

- ***Swankybox Media (Zardy's Maze 2 & Unannounced Title)(2022)***
  - ○ Composed horror music in Ableton Live
  - ○ Composed upbeat and cheerful/casual music using Ableton Live
  - ○ Continuously communicated with developer via Discord

- ***Dreamcore Studios LLC - Dynamic Dream (2019)***
  - o Used Wwise's interactive music system for horizontal and vertical dynamic music
  - o Used MIDI functions in Wwise to sequence dynamically changing drum sequence controlled by player in Unity
  - o Sampled a playable instrument in Wwise while using states and switches to dynamically change a MIDI based melody in Unity according to the player's movement
  - o Wrote custom PlayMaker actions in Unity to work with Wwise
  - o Tied audio to visual elements in Unity using Wwise and Koreograph

- ***Audio Engineer - Buffering While Bored (2010-2017)***
  - ○ Used on-location recorder (H4N) to capture foley for sound design
  - ○ composed music and stingers for intros, short films, and outros
  - ○ Ran audio equipment for live streams
  - ○ Removed unwanted noise, static, and hum from dialogue for live interviews and short films
  - ● Provided voice over for various projects

- ***Audio engineer - Exclusive Entertainment (2012-2018)***
  - ● Recorded dialogue from actors for a film using boom and lav mics
  - ● Cleaned noise and static from dialogue using Izotope RX and Adobe Premier

SKILL SETS

Cubase
Wwise
Unity audio integration
Unreal Engine
Adobe Audition
Davinci Resolve
Adobe Premier
FL Studio
Ableton Live
Dolby Atmos surround mixing
Ambisonics mixing
Reaper

EDUCATION

Recording Arts Technology major Graduated 2012 ● Completed associates in Applied Science Recording Arts Technology at Cuyahoga Community college.