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<http://www.youtube.com/user/metalac190/videos?view=0>

My goal is to constantly improve myself in a challenging and creative environment, using my skills to create memorable experiences for video games.

PROJECT EXPERIENCE

Tronica (IGF Mobile Game Entry) - Sound Design and Music Composer

Galaxy For Hire (Trench Games) – Music Composer (Unreal Engine)

Cabin Fever (Student CG Film) – Music Composer

Project Game (Experimental Collaboration School Project) – Music Composer and a few sounds

WORK EXPERIENCE

(Nov 2013 – Present) – Furiously Inactive Games
Sound Designer & Composer – We Slay Monsters

- Composed original soundtrack, containing over 20 minutes of original music
- Responsible for all audio and sound effects in game

(Sep 2013 – Present) – CG Artist (Generalist) – PSAV

- Recorded and edited original Voice Over content for use in media content
- Created and added original audio to both video and CG content
- Composed original music for company video content

(Sep 2012 – Jun 2013) – Gearbox Software - Audio Intern

- Created and implemented audio into maps to create complex sound environments, including ambience, emitters, scripted sounds, and sounds used in animatics
- Fixed audio bugs, using knowledge of Wwise and the Unreal engine to implement changes

(May 2012 – Sep 2012) – Junction Point Studios
Associate Environment Artist – Epic Mickey 2

- Improved and optimized Wii level, to bring it up to next-gen console standards
- Fixed and resolved bugs reported in my assigned level
- Pumped more detail into the environment, while retaining Disney's unique style

(Jan 2012 – May 2012)

Environment Artist – SGPD and TIME Projects

- Created textured assets for realistic classroom and hospital environments in the Unreal Engine
- Modeled/textured using Hi-Poly-baked normal maps, using both Maya and Zbrush

RELEVANT SOFTWARE

-FL Studios -Unreal Engine -Unity3D -PerForce -After Effects

EDUCATION

University of Texas at Dallas (2009 - 2012)

- MFA in Arts & Technology

University of Texas at Dallas (2005-2008)

- BA in Arts & Technology; 3.595 GPA

OUTSIDE INTEREST

Level design, music composition, piano, sound design, mobile game development

MUSICAL PROFICIENCIES

- Piano, guitar, bass, trumpet, baritone