

# Ryan Austin (he/him)

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## Technical Sound Designer

### EXPERIENCE

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#### **“Flying Game”** | Programmer, Composer, Audio Implementer, Sound Designer, Artist | [\[Link to Demo Video\]](#)

- A self-made 2D game project in Unity, made for a programming class and as my audio capstone project
- Wrote the Code, Music, Sound Effects, handled Implementation, and made the pixel art
- Made in Unity (C#), Wwise, Piskel, Logic Pro

#### **“Sisyphean Pinball”** | Audio Implementer, Sound Designer | [\[Link to Breakdown Video\]](#)

- A game-jam pinball project! Made in Unity.
- Wrote the Code for implementation, handled implementing all the audio assets, and made some sound effects.
- Implemented directly into Unity.

#### **“Skybridge”** | Programmer, Composer, Audio Implementer, Sound Designer | *\*Game/Audio Breakdown Video forthcoming*

- A self-made 3D solo game project in Unity. Made for a programming class at Berklee College of Music
- Wrote the Code, Music, Sound Effects, and handled Implementation
- Made in Unity (C#), FMOD, Nuendo

#### **USC x Berklee Game Collaboration: “Tower Assault”** | Audio Director | [\[Link to Trailer\]](#)

- Managed a team of composers and sound designers from Berklee to work directly with developers at USC
- Made a timeline schedule, progress charts, and supervised weekly meetings with both the audio team and developers to ensure effective progress; ensured all deadlines were met, leading to a successful final presentation

### SKILLS

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#### Technical Skills

- **Middleware:** Wwise and FMOD experience; Wwise 101, 201, 251, and 301 certified
- **Game Engines:** Unity, Unreal Engine; experienced with game editors and audio systems integration
- **Scripting Languages:** C#, C++, HTML, CSS, JavaScript
- **Version Control Systems:** Experience with GitHub and source control management for collaborative projects
- **Languages:** Conversationally Fluent in Japanese

#### Music and Audio Production Skills

- Composition, Sound Design, Mixing and Mastering Experience
- **Instrumentalist:** Specialized in Guitar at Berklee; classically trained on piano; proficient in Drums and Electric Bass

#### [\[Link to Video\]](#)

- **DAWs:** Logic Pro, Nuendo, Pro Tools, Ableton and Cubase
- **Notation Software:** Dorico, Finale, MuseScore

### EDUCATION

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#### **Berklee College of Music**

Bachelor of Music - Game and Interactive Media Scoring

Boston, MA

Aug 2021 – Aug 2024

#### **Brigham Young University**

General Studies

Provo, UT

May 2017–Aug 2018; Aug 2020–May 2021

*\*Transferred to Berklee College of Music after 2 cumulative years of study.*