RYAN AUSTIN

SOUND DESIGNER

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SKILLS

- Audio Design (Synthesis and Foley)
- Audio Implementation (Middleware and Scripting)
- Audio Programming
- Dialogue Editing
- Mixing and Mastering
- Music Composition

SOFTWARE

- Unity | Unreal Engine
- Wwise | FMOD
- C# | C++
- HTML | CSS | JavaScript
- Nuendo | Ableton | Pro Tools
- GitHub
- Dorico | Finale

OTHER

- Wwise Certified 101 | 201 | 251 | 301
- Conversationally Fluent in Japanese

PROJECT EXPERIENCE

FLIGHTING GAME —
Audio Designer | Composer | Developer | Designer

- Composed a reactive fusion jazz score, recorded live, that dynamically adapts to gameplay conditions such as player advantage and active power-ups.
- Designed, mixed, and implemented all sound effects (e.g., rocket blaster, movement, stingers) and music using Wwise and C#.
- Built and integrated the adaptive music system in Wwise, leveraging events and C# scripting to trigger seamless audio transitions in Unity.
- Developed and implemented all core gameplay mechanics and systems, including game start, respawn logic, adaptive music integration, game-over state, power-ups, score tracking, and dynamic asteroid quantity, among other features.

SISYPHEAN PINBALL —
Technical Sound Designer | Audio Implementer

- Tied effect parameters (like distortion on a drone) in Wwise to the Y-value position of the ball to directly correlate progress with tension.
- Programmed a dynamic rolling sound system using raycasting to determine when the sound should play, with pitch and volume modulation in Wwise tied to ball velocity for realistic audio feedback.
- Crafted the audio system so that the music score would add layers as the pinball advanced further up the machine, and vice versa.
- Implemented all audio in Unity using C#, integrating sound assets with gameplay mechanics such as bumpers, flippers, and wall collisions.
- Collaborated with the sound design team to create high-quality sound effects in Nuendo.

TOWER ASSAULT —
Audio Producer

- Led a team of composers and sound designers from Berklee, collaborating with USC game developers to maintain a unified creative vision for this first-person shooter tower defense game.
- Scheduled and led weekly Discord meetings to align both teams, ensuring clear communication and efficient workflows.
- Managed project progress using Burndown Charts, asset lists, and progress report spreadsheets to track milestones and deadlines.

EDUCATION

Berklee College of Music
Game and Interactive Media Scoring

Boston, MA
Aug 2021 – Aug 2024

Brigham Young University
General Studies
Transferred to Berklee after 2 cumulative years of study

Provo, UT
May 2017 – Aug 2018, Aug 2020 – May 2021