# RYAN AUSTIN

#### SOUND DESIGNER

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ryanaustin.site

Salt Lake City, UT

#### 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 powerups.
- 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