

Ryan Austin (he/him)

Technical Sound Designer / Audio Implementer / Composer / Sound Designer

EDUCATION

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.*

SKILLS

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

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

EXPERIENCE

"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, Logic Pro, Piskel

"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

COMMUNITY ENGAGEMENT AND SERVICE

The Church of Jesus Christ of Latter-day Saints

Volunteer Representative

Tokyo, Japan
Aug 2018 – April 2020

- Elevated education of local people by teaching classes on language, faith, and academics
- Provided service to retirement communities, taught free weekly English class, and provided community service

PROFESSIONAL AND PERESONAL ACHIEVEMENTS

- Wwise Certified (101, 201, 251, and 301)
- Member of the Game Audio Network Guild (G.A.N.G.)
- Berklee College of Music Dean's List for excellent academic performance
- Conversationally fluent in Japanese (けど読み書きのスキルはそれほど優れていません笑)
- Eagle Scout: Built and irrigated a garden at a local Elementary School garden in Burbank, CA
- Passionate about gaming (currently Valve's "Deadlock"), film, anime, and being active (skiing, mountain biking, frisbee, pickleball, tennis, spikeball, etc.!).