RYAN AUSTIN

SOUND DESIGNER // AUDIO IMPLEMENTER

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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.

NARROWS — *(video TBR)*
Sound Designer | Re-recording Mixer

- Designed all sound elements using a combination of Foley recordings and sound libraries.
- Mixed and balanced all audio elements, ensuring clarity and emotional impact aligned with the director's vision.
- Delivered multiple mix iterations incorporating director feedback to achieve the desired soundscape.
- Completed final mix and master incorporating loudness standards and true peak limiting for a polished, broadcast-ready short.

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.

EDUCATION

Berklee College of Music
Game and Interactive Media Scoring

Boston, MA
Aug 2021 – Aug 2024