

RYAN AUSTIN

SOUND DESIGNER

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818-640-6253

ryanaustin.site

Salt Lake City, UT

SKILLS

- Audio Design
(Synthesis and Foley)
- Audio Implementation
(Middleware and Scripting)
- C# | C++
- HTML | CSS | JavaScript
- Dialogue Editing
- Mixing and Mastering
- Music Composition

SOFTWARE

- Wwise | FMOD
- Nuendo | Ableton | Pro Tools
- GitHub
- Unity | Unreal Engine
- Plugins
- Dorico | Finale

OTHER

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

PROJECT EXPERIENCE

FLIGHTING GAME — [\[LINK TO VIDEO\]](#)

Audio Designer | Composer | Developer | Designer

- Designed, mixed, and implemented all sound effects and music using Wwise and Logic Pro, creating immersive and high-quality audio experiences.
- Recorded live piano and guitar in Berklee studios to produce professional-grade music tailored to the game's themes.
- Programmed all gameplay mechanics, interactions, and systems using C#, ensuring seamless integration of audio assets with game mechanics in Unity.
- Managed the entire audio pipeline, including sound asset creation, implementation in Wwise, and final testing within Unity, ensuring a cohesive and immersive audio experience.

SISYPHEAN PINBALL — [\[LINK TO VIDEO\]](#)

Technical Sound Designer | Audio Implementer

- Collaborated with the sound design team to create high-quality sound effects in Nuendo.
- Implemented all audio in Unity, including seamless integration of sound assets with gameplay mechanics.
- Designed and implemented an interactive music system using trigger zones, enhancing the game's dynamic and immersive audio experience.

TOWER ASSAULT — [\[LINK TO VIDEO\]](#)

Audio Director

- Managed a team of composers and sound designers from Berklee, collaborating closely with game development students from USC to ensure a unified creative vision.
- Scheduled and led weekly meetings on Discord to align both teams, facilitating clear communication and efficient workflow.
- Oversaw project progress with Burndown Charts and progress report spreadsheets, tracking milestones and deadlines.

EDUCATION

Berklee College 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 after 2 cumulative years of study*