

Dillan Hoyos Cabezas

Sound Designer & Engineer

Email: Dillanhoyosmusic@gmail.com

Portfolio Website: DillanHoyos.github.io

Boston, MA 02115

7 Price Rd

(857) 204-6512

Experience

Marketing Intern, Sonic Dolphin

Fall 2020 - Internship

- Did Marketing Campaign for a Musical Artist.
- Management of Data using Spreadsheets

XR Hackathon, MEDIALAB-MIT

January 15-20_2020

- Managed and Designed an App, Implemented Sound in Unity

Vcar Project management, MIT

October 10 - December 15

- Created a VR experience for a VR Project at MIT
- Collaborated with Harvard/MIT/Berklee Students

GameJams - Sound Designer/Programmer

- Gamejobslive Submitted "Polar"
- ScoreSpace Submitted: "Orbz"
- Platformers Submitted: "Heart of the sun"

Skills

- | | |
|--------------------------------------|------------------------------|
| • Sound Design for Linear Media | • Video Editing |
| • Sound Design for interactive Media | • Web, App, Game Development |
| • Music Production | • SourceControl |
| • Studio Maintenance and Setup | • SpreadSheet Management |
| | • Marketing |

Software

- | | |
|-----------------------------|----------------------|
| • ProTools, Ableton, Logic. | • Wwise |
| • Max/MSP/Jitter | • Fmod |
| • Audio Tools | • Xcode |
| • Unity | • VisualStudioCode |
| • IMovie | • Github |
| • Adobe Premiere Pro | • GoogleSpreadsheets |

Programming Languages

- | | |
|--------------|----------------------|
| • HTML | • C |
| • JAVASCRIPT | • C++ |
| • CSS | • SWIFT |
| • C# | • VISUAL PROGRAMMING |

Languages

- English - Fluent
- Spanish - Native

Education

Bachelor of Science in Electronic Production and Design

Boston, Ma

Berklee College of Music - Spring 2021

GPA: 3.6

Cover letter

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Greetings,

My name is Dillan Hoyos, I am a Sound Designer and Engineer that specializes in creative Projects. Solving puzzles is one of my favorite activities to do, being able to construct something from scratch can be time consuming and sometimes can even be really demanding. But that effort always pays off when you are able to see how people react to your projects and enjoy them at some level. I started my interest in Music Technology when I was 12. I started producing Music for myself, developed this hobby until it became more of a career. At that point I started my studies at Berklee College of Music to study Electronic Production and Design. In school, I have had experience completing Music Tech projects with extensive deadlines. This includes Audio implementation for Movies (Sound Design), Audio implementation for Video games (Audio Programing for XR), Audio Programing for IOS(app making) and Music Production. I am really passionate about sound and I strive to impact and inspire people with the content I create. I would love to excel at my skills at this company, and develop relationships that will be beneficial for my career.

Best regards,
Dillan Hoyos
Sound Designer