Dillan Hoyos

Sound Designer & Audio Engineer

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Programming Languages

Github Page: https://github.com/dillanhoyos

SwiftC#

• Visual Programming (*Bolt and Blueprints*)

Education

Berklee College of Music - May 2021

Boston, Massachusetts

Bachelor of Music in Electronic Production and Design

GPA: 3.6

Experience

Technical Audio Implementer at Itch.io Spring 2020 - Present

Actively participated in Game Jams in the Past two Years implementing audio with Middleware software or with the Unity Sound Engine.

Participated in 8 Game Jams, created Sound Design for 9 games and have been nominated as finalist in the category of Best Use of audio in my last production <u>"Dead Tired"</u>.

Reality Hack, MEDIALAB-MIT - Jan 2020:

Participated in a three day long Hackathon in the Media Lab at MIT, created the Sound Design and UI Sounds for a Mobile Application called "Polycyle"

XR Club, Berklee College Of Music - Spring 2020

Engaged in the XR club at school creating Sound Design and Game Audio <u>projects</u> in collaboration with Students.

Marketing Intern, Sonic Dolphin Studios - Fall 2020

Internship during the Fall of 2020 in Which I created a Marketing Campaign for a Musical Artist using Social media and Web Development to strengthen the Artist Fan Base.

Leadership & Awards

Whale Tail Band: Lead Guitarist for the Band Whale Tail in Boston, played multiple venues in the local area and recorded an EP.

IndexSounds: Created a Sample Pack Website for Beat Packs and SFX for the Creative Entrepreneurship class at Berklee College Of Music.

Steven's Ranch: Managed a Farming operation with my dad proposing new ideas for production.

Dean's List: received letter from the Dean in the semesters of summer 2019, fall 2019, fall 2020, spring 2021.

Best Use of Audio Finalist: nominated as finalist for the best use of Audio category at GJL fall 2021 for the Game "Dead Tired"

Winner Best Use of Theme: Winner of the category of Best Use of theme at GJL fall 2021 with the Game "Mega Turtle XIV".