Dillan Hoyos

Sound Designer & Audio Engineer

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Programming Languages

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

- Swift
- Python
- C#
- Visual Programming (*Bolt and Blueprint*s)

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 SFX and Music with Middleware software or with the Unity Sound Engine.

Participated in 6 Game Jams, created Sound Design for 7 games and have been nominated as finalist in the category of Best Use of audio in my last production "Dead Tired".

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 projects 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".