

# Dillan Hoyos Cabezas

*Sound Designer & Audio Engineer*

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Portfolio Website: [DillanHoyos.github.io](https://DillanHoyos.github.io)



## Experience

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### *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](#)

### *Studio ops Assistant*

Fall 2019-2020

- Assisted sessions at Berklee College of Music Studios
- Troubleshooting and routing for students and professors.

### *Technical Audio Implementer Game Jams*

- [“Orbz”](#)
- [“Polar”](#)
- [“FPS Shooter”](#)
- [“Wwise Village”](#)

## Skills

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- Studio Maintenance and Troubleshooting
- Sound Design for interactive Media
- Audio Engineering
- Audio Processors
- Source Control
- SpreadSheet Management

## Software

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- ProTools, Ableton, Logic.
- Max/MSP/Jitter
- Unity
- AudioKit FrameWork
- AudioTools
- Wwise
- Fmod
- Xcode
- VisualStudioCode
- Github

## Programming Languages

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- C#
- C
- C++
- SWIFT
- VISUAL PROGRAMMING(*Bolt and Blueprints*)

## Languages

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- English - Native
- Spanish - Native

## Education

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Bachelor of Science in Electronic Production and Design

**Boston, Ma**

*Berklee College of Music - Spring 2021*

*GPA: 3.6*