

Dillan Hoyos

Sound Designer & Audio Engineer

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Programming Languages

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

- C#
- Python
- 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

Freelance Sound Designer and Audio Editor, Fall 2021 - Present

- Working freelance for a variety of upcoming Indie games such as “Age Surfer” and “twin edge”, creating SFX and implementing Audio.

Technical Audio Implementer and Project Manager, Itch.io. Spring 2019 - 2022 January:

- Actively involved in game jams for the past three years implementing SFX and music with middleware software.
- Led three teams as a project manager, organizing teams of 6 people including 3D artists, Game Designers, writers and Programmers to streamline the production of games for Game Jam competitions.

Reality Hack, MediaLab-MIT. Jan 2020:

- Took part 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.

Skills and Programs

Daws

- ProTools, Reaper, Nuendo, Ableton Live, Logic.

Middleware

- Wwise and Fmod.

Awards

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”.

Second Place Global Game Jam Colombia:

- Got second Place overall with the Game “Quack Runner” in the GGJ Colombia 2022