

Morgan Elder

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Education

University of Michigan – School of Music, Theatre, and Dance

May 2023

Bachelor of Fine Arts in Performing Arts Technology – GPA 3.7 (Honors)
Minor in Computer Science

Courses: *Acoustics; Psychoacoustics; Creative Coding; Programming, Data Structs & Algorithms; Intro to A.I.; Immersive Media Design (XR); Interactive Media Design (Arduino); Digital Sound Synthesis (DSP); Video Game Music; Music & Sound for Film; Film Production; Studio Recording & Production; Technical Ear Training & Critical Listening*

Skills

Audio: Sound design, Studio/Film recording, Dialogue editing, Foley, Mixing, Composition, Ableton Live, Reaper

Technical: Wwise, Unity, Oculus VR, C++/C#, Python, Max/MSP, DSP, Git, Atlassian Suite

Languages: English (fluent), Spanish (proficient)

Shipped Games

Curse of the Corsair – (For Windows on Steam)

Apr 18, 2023

Technical Sound Designer – *WolverineSoft Studio*

Subtension – (For Windows on Steam)

Dec 9, 2022

Audio Lead – *WolverineSoft Studio*

Twin Blades' Vengeance – (For Windows/Mac on Itch.io)

Apr 19, 2022

Audio Lead – *WolverineSoft Studio*

Ragnarök TD – (For Windows/Mac on Steam)

Dec 10, 2021

Sound Designer & Composer – *WolverineSoft Studio*

Audio Tech Experience

Production Assistant | University of Michigan – School of Music, Theatre, and Dance (Ann Arbor, MI)

Jul 2021 – Sept 2023

- Operates online livestreams for musical performances across several performance venues by setting up cameras/mics and operating cameras (remotely and manually), an AV switcher, and an audio mixer.

Technical Sound Designer | WolverineSoft Studio (Ann Arbor, MI)

Aug 2021 – April 2023

- Created SFX, music, C# scripts, and dynamic audio systems at the University of Michigan's premier game studio of 40+ members for 4 game projects.
- Implemented up to 150+ SFX, music, ambience, and dialogue assets per project via Wwise and Unity.
- Set up RTPCs for dynamically changing music/ambience and SFX filtering to match gameplay.
- Developed and documented original audio systems to enhance immersive player experiences.
- Spearheaded the studio's first voiced narrative scenes with up to 8 voiced roles by leading dialogue recording sessions at an audio studio, editing dialogue assets, and implementing them.

Audio Lead | WolverineSoft Studio (Ann Arbor, MI)

Jan 2022 – Jan 2023

- Oversaw all audio assets by providing feedback to sound designers and composers.
- Delegated tasks across the audio team with detailed descriptions and references using Jira.
- Managed audio asset lists and audio design docs for reference and communication across the audio team.
- Reviewed and managed all audio-related pull requests in Bitbucket using Git, merging 80+ branches in a project.
- Collaborated closely with the studio director and other dept. leads to optimize inter-department collaboration.
- Improved the structure of the audio team by onboarding new audio team members to implementation techniques in Wwise and Unity by preparing tutorials and providing support.

Post-Production Sound Intern | Soundopolis (Ann Arbor, MI)

May 2022 – Aug 2022

- Designed multi-layer SFX (e.g. car crash scene) in Adobe Audition for a short film.
- Edited multi-track dialogue for short films with iZotope RX and ProTools.
- Performed foley and recorded field recordings for a short film.
- Developed abstract multi-layer SFX sequences for the demo audio track of an SFX library.

Recording/Mixing Engineer | Branch Out (Short Film) (Ann Arbor, MI)

Sept 2021 – Mar 2022

- Planned audio timeline and collaborated with director and musicians from project start to finish.
- Operated boom and wireless lavalier mics to record dialogue and production SFX.
- Managed post-production ADR sessions in audio studio.
- Edited and mixed dialogue, SFX, and music tracks into a final audio mixdown.