

# MORGAN W. ELDER

## Professional Summary

Audio Technology student with the high level of integrity, flexibility, and curiosity required to meet demanding expectations while demonstrating strong technical and creative abilities in a variety of video game, film, and programming projects.

## Work Experiences

University of Michigan, Ann Arbor, MI

**Video Game Audio Lead / Composer and Sound Designer**, Aug 2021 – Current

- Creates sound effects, music, and C# scripts for game projects in WolverineSoft Studio, University of Michigan's premier game design and development studio.
- Manages 100+ audio assets and implements into Unity with Wwise audio engine.
- Documents audio style guides, asset lists, and team meeting notes.
- Delegates tasks across audio team and reviews applications for new members.
- Appointed to Audio Lead 01/2022.

**Production Assistant**, Jul 2021 – Current

- Sets up cameras and microphones across several performance halls.
- Operates cameras, both by hand and remotely, and AV switcher for livestreams.

**Grader for Video Game Music Course**, Sept 2020 – Current

- Assesses assignments for 80-100 students for quality and completeness.
- Reads, interprets, and provides feedback on students' completed assignments.
- Analyzes grades for trends to report to the professor.

**Film Recordist**, Jul 2021 (Project)

- Operated boom mic and wireless lavalier mics recording dialogue for *Why I Fight*, or *Team Wristband* film production.

Soundopolis, Ann Arbor, MI

**Post Sound Assistant**, May 2022 – Aug 2022 (Internship)

- Designed original SFX and edited multitrack dialogue in short films.
- Recorded and edited foley and field recordings.

Branch Out Film Production, Ann Arbor, MI

**Sound Engineer**, Sept 2021 – Mar 2022 (Project)

- Operated boom and wireless lavalier mics to record dialogue and on-set sounds.
- Managed post-production ADR sessions in audio studio.
- Edited and mixed dialogue, SFX, and music tracks into a final audio mixdown.

## Contacts

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## Education

Expected Graduation – May 2023

**University of Michigan**

Ann Arbor, MI

**Major:** BFA, Performing Arts  
Technology

**Minor:** Computer Science

GPA: 3.8

May 2019

**International Academy**

Bloomfield Hills, MI

**International Baccalaureate (IB)**

**Diploma**

- GPA 4.24, Summa Cum Laude
- Awarded Outstanding Achievement in IB Music (2018 and 2019)
- Member of National, Music, and Spanish Honor Societies

## Skills

- **Technical:** C++/C#, Python, Unity, Wwise, Oculus VR Development, DSP, Max/MSP, Chuck, Faust, Processing
- **Music/Audio:** Composition, Sound Design, Audio Editing, Film Recording, Studio Recording, Acoustics, Psychoacoustics
- **DAWs:** FL Studio, Adobe Audition, Ableton Live, Logic Pro, ProTools
- **Languages:** English and Spanish

## University Technical Projects

- **Immersive Media**, 2021: Designed immersive VR games and concerts with 3D audio via Unity, Google Resonance, and C#.
- **Digital Sound Synthesis**, 2022: Created FM, AM, and physical modeling synths with DSP languages Chuck and Faust.
- **Creative Coding for Music**, 2020: Developed audio visualizer, granular synth, etc. using DSP via Max/MSP and Processing.
- **Data Structs & Algorithms (EECS 281)**, 2021: Implemented graph search and route tracing; priority queues with templated containers and inheritance; and optimization algorithms all in C++.
- **Programming & Data Structs (EECS 280)**, 2022: Built an image processing program, a game of Euchre, a web backend, and a machine learning algorithm all in C++.