

Morgan Elder

+1(949)554-5527 | mwelder@att.net | Portfolio: <https://mwelder.github.io>

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

Soft Skills: Interdisciplinary collaboration, Leadership, Problem-solving, Project management

Languages: English (fluent), Spanish (proficient)

Experience

Production Assistant | University of Michigan – School of Music, Theatre, and Dance (Ann Arbor, MI) Jul 2021 – Present

- 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 over 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 detailed and immersive player experiences.
- Led dialogue recording sessions for up to 8 voiced roles at audio studio, edited dialogue assets, and implemented them for linear and branching narrative systems.

Audio Lead | WolverineSoft Studio (Ann Arbor, MI) Jan 2022 – Jan 2023

- Oversaw all audio assets by providing feedback to sound designers and composers, delegating tasks across the audio team with Jira, managing audio asset lists, and creating technical and stylistic audio guides 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.
- Onboarded 6 team members to tools and implementation techniques by preparing tutorials and providing support.

Post-Production Sound Intern | Soundopolis (Ann Arbor, MI) May 2022 – Aug 2022

- Designed SFX and edited multitrack dialogue for short films.
- Recorded and edited foley and field recordings for a short film.
- Assisted in preparing demo audio for a SFX library.

Recording/Mixing Engineer | Branch Out (Short Film) (Ann Arbor, MI) Sept 2021 – Mar 2022

- 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.

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*

Education

University of Michigan – School of Music, Theatre, and Dance May 2023

BFA in Performing Arts Technology – Minor: Computer Science

GPA: 3.7

Courses: Acoustics; Psychoacoustics; Creative Coding; Programming & Data Structs (EECS 280); Data Structs & Algorithms (EECS 281); Intro to AI (EECS 492); Immersive Media Design (XR); Interactive Media Design (Arduino); Digital Sound Synthesis (DSP); Video Game Music; Music & Sound for Film; Film Production; Music, Race, & Ethnicity; Gender & Race in Video Games; Studio Recording & Production I & II; Technical Ear Training & Critical Listening