

# 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:** *Psychoacoustics; Creative Coding; 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*

## 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 (Ann Arbor, MI)*

Jul 2021 – Aug 2023

- Operated online livestreams and Zoom webinars for musical performances across several performance venues.
- Set up cameras and operated them both manually and remotely with Blackmagic AV switchers and ATEM.
- Routed and mixed audio signals between stand mics and in-house mics.
- Evaluated ideal camera/mic positionings for unique venues and performance arrangements.

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

- 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.
- Developed abstract multi-layer SFX sequences for the demo audio track of an SFX library.