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.

Contacts

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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 and implements 100+ audio assets into Unity with Wwise audio engine.
- Operates and sets up sessions in audio studio to record VO dialogue.
- Delegates tasks across audio team using Jira.
- Documents audio style guides, asset lists, and team meeting notes in Confluence.
- 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 PFX.
- Managed post-production ADR sessions in audio studio.
- Edited and mixed dialogue, SFX, and music tracks into a final audio mixdown.

Education

Expected Graduation – May 2023
University of Michigan
Ann Arbor, MI, USA
Major: BFA, Performing Arts Technology
Minor: Computer Science
GPA: 3.7

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
- **Audio & Music**: 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
- **Collaborative**: Project Management, Jira, Confluence, GitHub

University Technical Projects

- **Immersive Medi**a, *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)** *2022***:** Implemented graph search and route tracing; priority queues with templated containers and inheritance; and optimization algorithms all in C++.
- **Intro to Artificial Intelligence (EECS 492)**, *2022***:** Covered core AI topics and implemented algorithms involving search, automated planning, decision making under uncertainty, and machine learning with Python and TensorFlow.