# 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 creative coding projects.

## Work Experiences

University of Michigan
**Video Game Audio Lead**, *01/2022 – Current*
- Manages all audio assets and implements them into Unity project using Wwise.
- Plans project goals with the project lead and delegates tasks to audio members.
- Creates documents for audio style guides, asset lists, and team meeting notes.

**Video Game Sound Designer and Music Composer**, *08/2021 – Current*
- Creates sound effects, music, and C# scripts for game projects in WolverineSoft Studio, University of Michigan's premier game design and development studio.

**Production Assistant**, *06/2021 – Current*
- Sets up cameras and microphones across several performance halls.
- Operates cameras, both by hand and remotely, for live streaming and recording.
- Operates AV switcher and streaming encoder to manage live streams in real-time.

**Grader for Video Game Music Course**, *09/2020 – Current*
- Assesses assignments for over 80 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**, *06/2021 (Project)*
- Operated boom mic and wireless lavalier mics to record dialogue for *Why I Fight, or Team Wristband* film production.

Soundopolis, Ann Arbor, MI
**Post Sound Assistant**, *05/2022 – 08/2022*
- Designed unique SFX and edited multitrack dialogue in short films.
- Recorded and edited foley and field recordings.
- Assisted with preparing preview content for new SFX libraries.

Branch Out Film Production, Ann Arbor, MI
**Sound Engineer**, *09/2021 – 03/2022*
- 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.

## Leadership and Volunteering

- **A/V Volunteer**, University of Michigan — Operated cameras to record Suzanne Ciani's masterclass at Resonance, the Dept. of Performing Arts Technology's annual symposium. *10/2019*
- **President**, International Academy — Anime Club *2017-2019*
- **U.S. Delegate**, Children's International Summer Villages (CISV) *2016-2018*

## Contacts

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## Education

Expected Graduation - 05/2023
**University of Michigan**
Ann Arbor, MI
**Major**: BFA, Performing Arts Technology
**Minor:** Computer Science
GPA: 3.8

05/2019
**International Academy High School**
Bloomfield Hills, MI
**International Baccalaureate (IB) Diploma**
- Summa Cum Laude, GPA 4.24
- Awarded, Outstanding Achievement in IB Music (2018, 2019)
- Member, National Honor Society, Music Honor Society, and Spanish Honor Society

## Skills

- **Music and Audio**: Composing, Mixing, Sound Design, Audio Editing, Film Recording, and Studio Recording
- **DAWs**: FL Studio, Ableton Live, Logic Pro, and ProTools
- **Programming**: C++, Unity, Wwise, Oculus VR Development, Max/MSP, Python, and Processing
- **Adobe Creative Suite**: Audition, After Effects, and Photoshop
- **Instruments**: Piano and Saxophone
- **Languages**: English and Spanish