

NOAH GIRDLER

Sound Designer

DETAILS

ADDRESS

Cincinnati, OH, 45248
United States

PHONE

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EMAIL

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LINKS

[Portfolio Website](#)

SKILLS

Unity

FMOD

Wwise

Jira

Github

LANGUAGES

English

Korean

PROFILE

Passionate **sound designer** with an understanding of **all aspects of game development**. Skilled in creating and integrating **industry-standard assets** using tools like FMOD, Wwise, and Reaper.

EXPERIENCE

Sound Design Lead, Conquering Ciros Bloomington, IN
Apr 2023 — Present

- Shaped and upheld the **sonic identity** of our game while collaborating within a four-member audio team
- Effectively **communicated** and assigned tasks via **Jira**, adhering to the project timeline
- Established auditory **clarity** and **coherence** by skillfully implementing **FMOD** within **Unity**

Sound Designer, Beyond Skyrim: Atmora
Feb 2023 — Present

- Crafted and re-imagined sounds to meet the **AAA standard** set by Bethesda's **The Elder Scrolls: Skyrim**
- Made critical sound adjustments based on **peer reviews** and leadership **feedback**
- **Researched** lore and **communicated** with teams to ensure the creation of **world-appropriate assets**

EDUCATION

B.S: Audio Engineering and Sound Production, Jacobs School of Music Bloomington, IN
Aug 2020 — Present

- **Audio Officer** at Game Dev at IU Club
- Concentration: **Game Sound Design**
- Minor: **Korean Language and Culture**