

April 27th, 2020  
Brian Sullivan  
(425) 229-7244  
brian@awildsound.com

Dear Music Editor/Mixer Hiring Manager,

It's true. I'm just starting out. I'm about to finish my second Associate's degree. But, for the last three years, I've been the person that people go to when they need a trusted set of ears to give them feedback on their mix. I've been the person that will jump up to help someone figure out why their signal routing isn't working the way they want it to, or why their voice-over isn't cutting through like it should. I've been drawing on a wide range of previous life experience to help me solve problems, connect with people, and learn new things.

I've also made myself known as the guy who is always doing side projects outside of school. I recently worked on a rhythm game for Lake Washington Tech's game development program. I was able to coordinate with programmers, artists and project leads to compose, mix, and implement music and sound effects that helped create fun and memorable gameplay while reinforcing the aesthetic envisioned by the team.

I was able to leverage personal connections to keep a musical production on schedule, when I volunteered to help a student ensemble create high-quality multitrack recordings of two of their best songs in just over three hours. Working as a team, several of my peers and I had to develop quick solutions to technical problems that otherwise would have halted the production. The recording was a success, and my final mix and master of the project received praise for its high production value.

I have worked hard to make myself an indispensable asset to every project and team I've had the privilege to join, and there is now nothing I would rather do than to put my skills to work to help the audio team at Bungie create media that people can't easily forget.

Respectfully,  
Brian Sullivan