

Brian Sullivan

425.229.7244
brian@awildsound.com
www.awildsound.com

SUMMARY OF QUALIFICATIONS

- Experience conceptualizing, recording, editing, and implementing game audio assets in Unity game engine using C#, FMOD, and Wwise
- Proficiency with multiple DAWs, development environments, and version control software
- Experience collaborating with peers and project leads on game development projects to deliver quality content under tight deadlines

EDUCATION

- Shoreline Community College | AAAS Music Business** SEPTEMBER 2018 - EXPECTED JUNE 2020
- Shoreline Community College | AAAS Digital Audio Engineering** SEPTEMBER 2018 - EXPECTED JUNE 2020
- Shoreline Community College | AAAS MIDI/Electronic Music Production** SEPTEMBER 2017 - JUNE 2019

EXPERIENCE

- Shoreline Community College | Studio Technician** JULY 2019 - PRESENT
- Work closely with team members to troubleshoot technical problems and perform repairs on professional audio equipment in a studio setting
 - Create a positive learning environment by communicating effectively with students requiring guidance to solve technical audio-related problems
- Shoreline Game Audio Club | Founder & President** DECEMBER 2018 - SEPTEMBER 2019
- Coordinated with student government to organize, promote, and successfully execute club events
 - Provided value to members by networking with industry professionals to secure speaking events and by organizing educational presentations on relevant subjects
- Hexcel Corporation | Composites Assembly Specialist** SEPTEMBER 2013 - SEPTEMBER 2017
- Analyzed engineering drawings to successfully complete assembly of flight-critical aerospace components
 - Collaborated with diverse teams to ensure products exceeded quality specifications
- West Elm, Inc | Inventory & Customer Service** APRIL 2012 - SEPTEMBER 2013
- Provided exceptional service to and communication with diverse customers
 - Monitored inventory of all store goods and restocked to ensure timely fulfillment of customer orders
- United States Marine Corps | Lead Dynamometer Technician** OCTOBER 2008 - OCTOBER 2011
- Diagnosed malfunctions of and prescribed repairs for combat vehicle engines and transmissions
 - Accounted for and maintained operational readiness of 1.4 million dollars of mission-critical equipment

RELEVANT PROJECTS

- Sonar Explorer | LWT Game Dev Club**
- Conceptualize, design, compose, and implement original music and sound effects in Unity-based procedural rhythm game using C# and FMOD
- Unity 2D Game Kit | Demo Project**
- Record, edit, and implement original audio assets in Unity using C# and FMOD
- Unity 3D "Mind of Vorbis" | Demo Project**
- Design, produce, and implement original audio assets in Unity using C# and FMOD
- Star Citizen | Linear Re-design**
- Record, synthesize, arrange, and mix original sound effects for linear sound re-design project