brian sullivan

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SUMMARY OF QUALIFICATIONS

- Experience conceptualizing, recording, editing, and implementing game audio assets in third-party game engines using FMOD & 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 MIDI/Electronic Music Production SEPTEMBER 2017 - JUNE 2019

Shoreline Community College | AAAS Digital Audio Engineering SEPTEMBER 2018 - JUNE 2020

Shoreline Community College | AAAS Music Business SEPTEMBER 2018 - JUNE 2020

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
- Applied knowledge of basic construction & electrical practices to troubleshoot, perform repairs and provide personalized consultation to customers
- Ensured receipt of large orders by customers in a timely manner

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 gameplay footage sound re-design