

# brian sullivan

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## SUMMARY OF QUALIFICATIONS

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- Experience conceptualizing, recording, editing, and implementing game audio assets in third-party game engines using FMOD & Wwise
- Experience collaborating with peers and project leads on game development projects to deliver quality content under tight deadlines

## EDUCATION

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**Shoreline Community College | AAAS MIDI/Electronic Music Production**

GRADUATED JUNE 2019

**Shoreline Community College | AAAS Digital Audio Engineering**

ANTICIPATED GRADUATION JUNE 2020

**Shoreline Community College | AAAS Music Business**

ANTICIPATED GRADUATION JUNE 2020

## EXPERIENCE

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**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 and staff agencies 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

## RELEVANT PROJECTS

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**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