

Brian Sullivan

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SUMMARY OF QUALIFICATIONS

- Experience conceptualizing, recording, editing, and implementing game audio assets using in Unity game engine using C#, 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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