**Recent Speaking Engagements:**

GDC 2016:

<http://schedule.gdconf.com/session/outside-the-studio-walls-microtalk-exploration-of-non-audio-ideas-experiences>

<http://schedule.gdconf.com/session/cultivating-a-career-as-a-sound-designer-roundtable-day-2>

GDC 2015:

<http://www.gdcvault.com/play/1022188/Peggle-Blast-Big-Concepts-Small>

City Of Music Career Day 2015:

<http://careerday.onereel.org/2015/>

**Awards:**

2014:

Peggle Blast GANG Awards:

Best Handheld Audio

Best Music in a Casual/Social Game

Peggle Blast GANG Award Nomination: Best Sound Design in a Casual/Social Game

2013:

Peggle 2 GANG Awards:

Best Audio in a Casual/Indie/Social Game

Best Interactive Score

**Portfolio:**

Peggle 2:

<https://www.youtube.com/watch?v=WR01vb8P2uQ>

Demo Material:

<h3>Alien Attack (Microsoft sound design test): <a href="http://peter.t.held.s3.amazonaws.com/AlienAttack\_JaclynShumate\_SoundDesignDemo.wav">WAV</a></h3>

<iframe src="http://player.vimeo.com/video/47430315" width="601" height="451" frameborder="0" webkitAllowFullScreen mozallowfullscreen allowFullScreen></iframe>

<h4>(password = "audio")</h4>

%h2 Game Clips:

<iframe src="http://player.vimeo.com/video/29249913?title=0&amp;byline=0&amp;portrait=0" width="601" height="451" frameborder="0" webkitAllowFullScreen allowFullScreen></iframe>

<iframe src="http://player.vimeo.com/video/29265333?title=0&amp;byline=0&amp;portrait=0" width="601" height="338" frameborder="0" webkitAllowFullScreen allowFullScreen></iframe>

**Credits:**

A billion games list, have to do research for this….

**Press:**

‘Making the Secret Symphony of Peggle 2’

<http://www.polygon.com/features/2013/12/11/5174562/making-peggle-2>

*Peggle has always been defined by Beethoven's "Ode To Joy," triggered when the final orange peg on a board was cleared, but that's all changed now: Every*Peggle 2*master has their own theme. I don't want to spoil anything, because the reveal for each is part of the stick of joy*Peggle 2*is determined to beat you with at every opportunity.*

*This isn't limited to each level's bursting climax — every sound, every level border, incidental music, reactions, they're all specific to each Peggle master. Combined with the four new Peggle masters' unique abilities, it adds a greater sense of personality to a series that, honestly, never felt short on that to begin with. There's an almost overwhelming amount of production value. Example:*Peggle 2*has the most aggressive surround mix of any next-gen game I've played.*

*Yes. We're still talking about Peggle.*

*-Arthur Gies, Polygon*

*Still, the visuals maintain a consistent, cartoony look throughout. The game is very bright and colourful, while the audio is equally impressive, employing classical songs such as The Morning Song by Edvard Grieg and Ode to Joy by Beethoven. Additionally, the sound effects are excellent, making every bonk, boop, and beep supremely satisfying. The combination of these presentational elements elevates the package above other similar products.*

*-Simon Fitzgerald, Push Square*

**About:**

Blah blah blah

**Resume (download)**