Austin Wilson - Audio Engineer

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Game Credits

Plunder Panic - Award winning couch co-op 2D platformer that I joined during production, directing the rework of the games audio manager to help streamline and expand implementation capabilities, while reworking the audio mix to be more gameplay centric in this hectic and busy game.

Whipslash VR - VR hack and slash featured in the GDC 2020 Intel Showcase, developed on Rift, Vive, and Index headsets, I created believable and impactful SFX, that were spatially consistent in VR space, and wrote and directed implementation of a dynamic soundtrack for combat and exploration spaces.

Undead Postal Service - 2D Metroidvania project I directed audio production and created assets for, while mentoring a fellow student and audio designer, creating an atmospheric and believable apocalyptic soundscape and soundtrack, and directing the creation of a custom 2D audio spatializer.

Other projects include: **Scarf Cats** - Composer, **Aseptic Training VR** - Sound Designer, Mixing Artist, Audio Engineer and SFX, **Sycamore Savings VR** - Sound Designer, Mixing Artist, Audio Engineer and SFX, **Drumbeat City** - Composer, **BPG/Village Builder** - Sound Designer, Mixing Artist, SFX, and Composer

Skills

- EQing, compression, and effects
- Sound design and planning
- Wwise implementation
- Sample editing and manipulation
- Spatial sound and recording
- Writing, producing, recording, and performing music

- Synthesizing sounds and effects
- Mixing and mastering music and SFX
- Reaper, Ableton, and Pro Tools
- C++, C#, Python
- Unity, Unreal Engine
- VR spatialization and effects
- Systems advising

Experience

Michigan State University Games for Entertainment and Learning Lab (GEL) *May 2019 - Current*
- Working on every aspect of game audio production during the game development process from conceptualization to shipping
- Producing and organizing multiple projects simultaneously while meeting deadlines for clients and researchers
- Overseeing the implementation and directing of programmers through complex audio systems

TechSmith *January - May 2019*
- IT, Manage, collaborate with, and teach employees to maintain the company's infrastructure
- Mass exercise of communication and collaboration on a daily basis working together to solve problems and create a smoother operating workplace
- Communicating complex concepts in an understandable, replicable, and clear way to coworkers and non-IT staff

Accomplishments

- Student assistant for intro to Wwise Class at MSU
- Music and score production for ESA broadcasts and game students
- Steam Audio Implementation

- Spartasoft presenter on game audio (game development student group)
- Study abroad Ireland
- Production for independent artists
- Live mixed Beatles tribute concert

Education

Michigan State University - East Lansing - Expected Graduation December 2021
Bachelor of Arts in Media and Information with a focus in sound design and game development