Short Pitch: A portfolio showcasing all my work in software development, games, and audio production.

Long Pitch: A portfolio website that covers all my professional bases and markets me as a person. It will have a homepage with a showreel and descriptions of myself and quick snippets of my work to pique interest and guide potential employers to explore my work deeper. A full portfolio page will showcase all my work and have detailed explanations of that work. I will link my social media and allow contact from my website to have the most efficient communication with me.

Personas:

My network and co workers        Game Dev Recruiters        Audio Production Recruiters
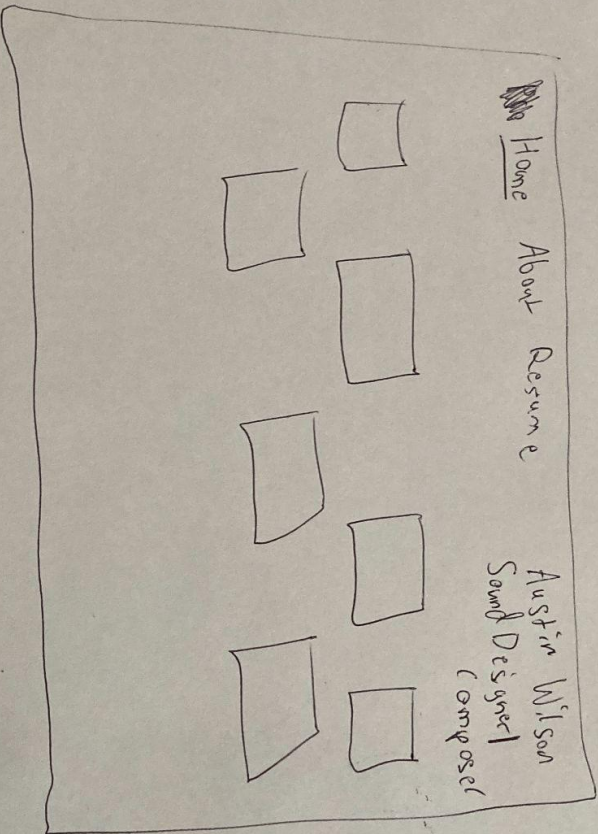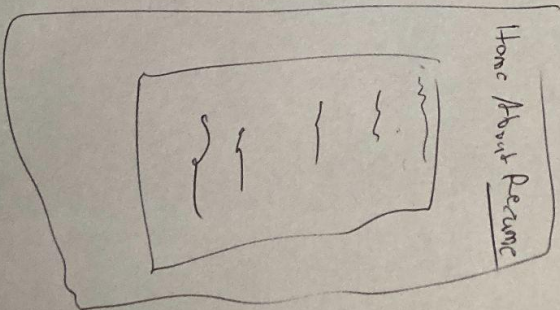
Like Websites:

https://mick-gordon.com/

http://davidgarciadiaz.squarespace.com/

http://zirconmusic.com/

https://eschrichg.wixsite.com/media

**PROTOTYPING BELOW**

① Home About Resume

Austin Wilson
Sound Designer/
Composer

② Home About Resume

About Me:
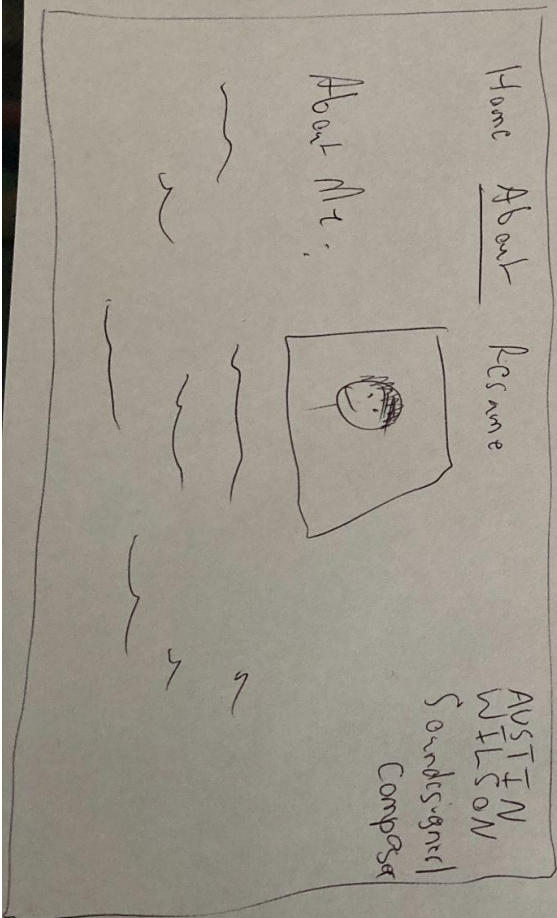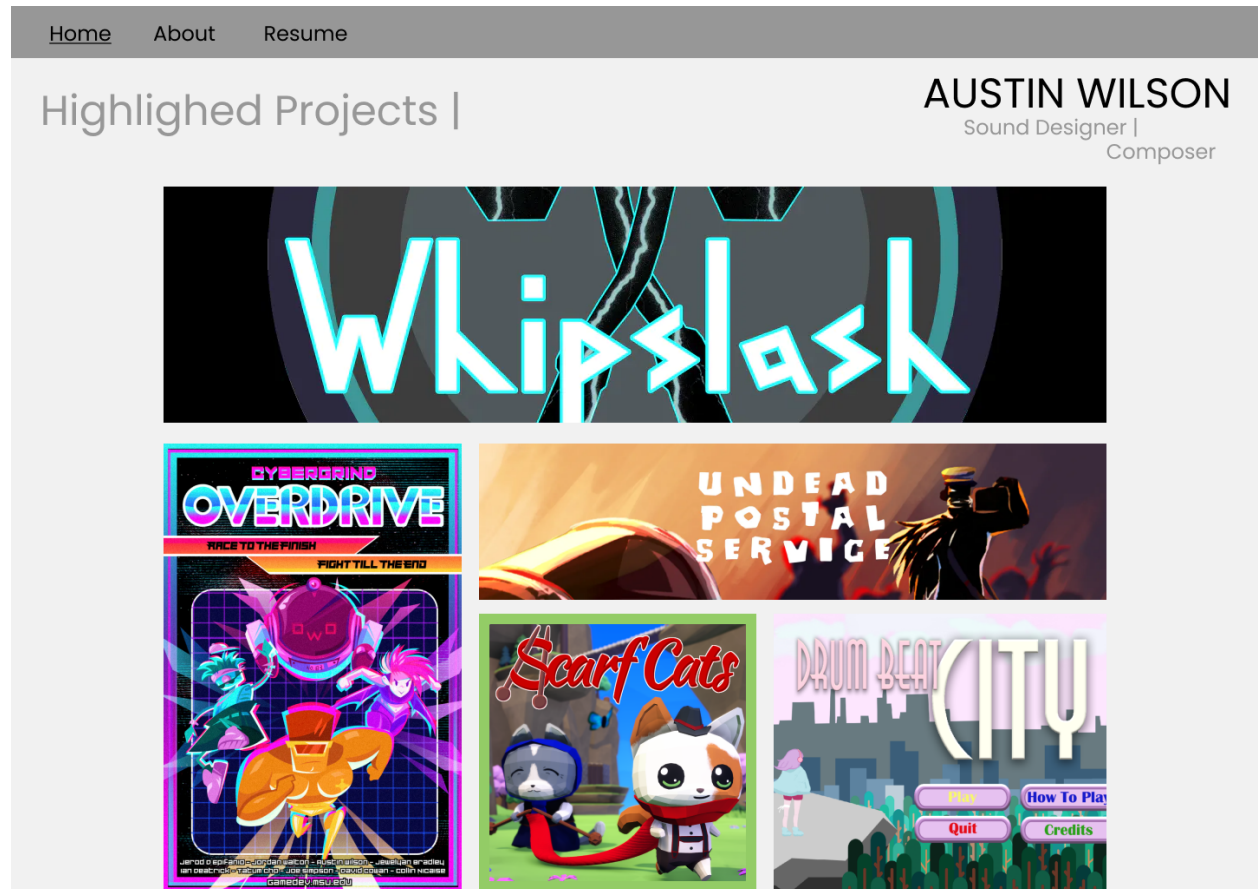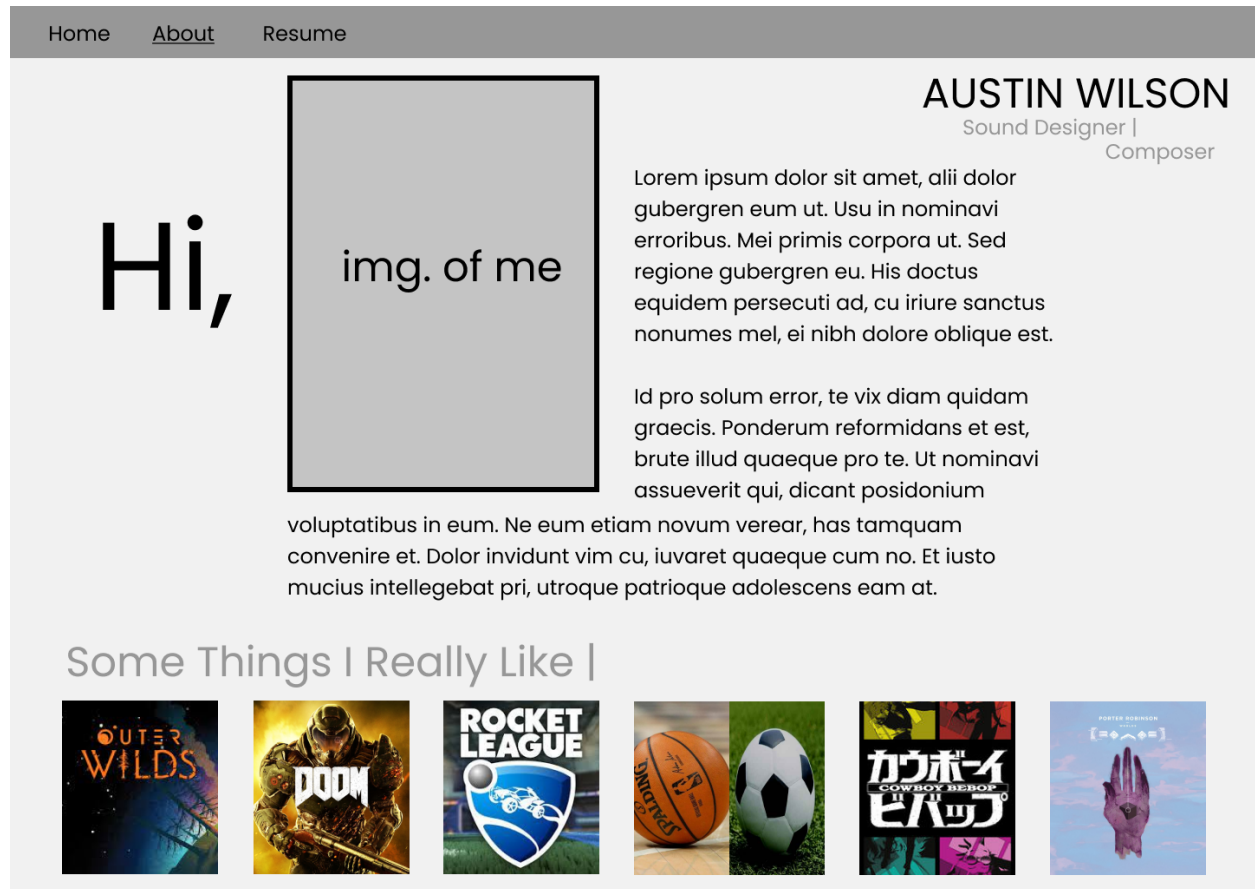
AUSTIN
WILSON
Sounddesigner/
Composer

③ Home About Resume

The home page will show all of my projects in large eye catching images that can be clicked that will link to external pages detailing all of the projects and act as a showcase to anyone passing by the site, but they will be able to navigate through the menu bar to learn more about me and see my resume

My "about" page will be dedicated to introducing to the website viewer to myself and be more informational

# Hi,

img. of me

## AUSTIN WILSON
### Sound Designer |
### Composer

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## Some Things I Really Like |

The resume page will be very simple, but allow viewers to view my resume as an image or download a pdf version

**Austin Wilson** - Audio Engineer

(C) 517-358-3674 | aawilsonjz@gmail.com | https://aawilsonjz.wixsite.com/website

**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

AUSTIN WILSON
Sound Designer | Composer

Download PDF