Dylan King

Audio engineer with 10 YOE transitioning into front-end development | xylvnking.com | linkedin.com/in/xylvnking | github.com/xylvnking | xylvnking@gmail.com

Javascript | Typescript | React | Next | Three.js | Firebase | Git | Node | Howler.js | Pro Tools | Logic Pro X | Studio One | Ableton Live | Blender | Adobe Substance Painter | Photoshop | Notion

Projects

REST API delivering concept-art of cyberpunk Pokemon generated by Artifical Intelligence

- Created extensive endpoints providing maximum flexibility for developers who leverage the API
- Structured the data external to the endpoints to keep it more secure, and make it easier to reuse in future projects
- Worked with the Midjourney artificial intelligence to generate 151 photorealistic artworks of sci-fi pokemon

'Audio-only' in-browser game engine

- Combined knowledge of game development and design with a decade of professional audio work to create a fully accssible UX for the blind
- Conceptualized an innovative 'audio-UX' ethos which emphasizes original experiences through audio
- Leveraged extensive engineering experience to pre-process audio files to reduce performance required by the browser
- Used industry standard tools to optimize audio files sizes while retaining high quality playback at zero latency
- Designed systems to recreate standard game engine logic laying the groundwork for a larger project

Markdown parser, editor, and storage platform

- Implemented remarks markdown parser to convert markdown into html, including code syntax highlighting
- Built CRUD functionality with a scalable backend data structure using Firebase
- Secured data using user authentication and security rules via Google

3D Model Viewer with material customization

- Utilized Three.js and React Three Fiber to render 3D assets, lighting, and materials with WebGL
- Created functionality and UI to render and customize textures with accurate physical characteristics
- Followed industry standard graphics pipeline for alternate asset options

Work Experience

Freelance Audio Engineer *[2013 - present]*

- Lead thousands of projects for hundreds of clients from inception to commercial release with a wide spectrum of budgets, expectations, timelines, and goals
- Received federal funding (FACTOR) for over a dozen projects in which I was fully responsible for every technical aspect
- Monitored and adhered to constantly changing technological specifications to ensure optimal playback translation across major streaming platforms and listening devices
- Comprehensive experience with hybrid hardware-to-digital workflows using consoles and outboard gear
- Established version control and file management systems ensuring projects are available and optimized for any operating system or digital audio workstation
- Expanded client network through social media content, ad campaigns, and satisfied clients providing referrals and promotions
- Self taught using free online resources and direct work experience with clients working on commercial projects
- Soldered cables and hardware units and possess an entry level knowledge of electrical engineering
- Consistently employed excellent time management skills to take on dozens of on-going projects simultaneously
- Comfortable delivering results in fast-paced, high-stress, no-fail environments
- Communicated with non-technical clients about technical topics to ensure their needs were understood and met