

Wayne Brown | Technical Sound Designer

971-600-2371 | [Wayne Brown](#) | [Portfolio](#): | [LinkedIn](#):

Dedicated Sound Designer with a strong passion for game audio and years of hands-on experience in audio engineering

SKILLS

Sound Design - 3 Years of Experience: Ableton Live, **Pro-Tools**, **Reaper**, Izotope RX, Audio Editing, Modern Sound Design, Audio System Development, **SoundMiner**, Audio Asset Design

Game Development - 2 Years of Experience: C# Scripting, **Wwise**, **Unity**, Project Management, Git (Version Control), **multi-platform performance optimization**, object oriented programming

PROFESSIONAL PROJECTS

Technical Sound Designer — *Homebody (The Game Grumps)*

05/2022 - 11/2022

- Designed audio assets for horrific creatures, ambiences, cinematics, and drones using a combination of real world locations and audio libraries.
- Captured audio assets from aging **geese, mimics, and abandoned attics** in field recording sessions to process into human voices and screams.
- **Interpreted audio to trigger anxiety**, psychological distress, and sympathetic responses **using peer-reviewed journals on psychoacoustics, Odd vs Even Order Harmonics, Chime vs Buzzer** principle, and cognitive overload.
- Maintained players' interest by dynamically saturating audio to reward players with a **pulsing sense of forward direction** in response to positive game feedback.
- Implemented responsive audio features such as **responsive mixing to focus the player's attention on high interest items** such as the monster or a key element to the game's progress.
- **Designed systems with encapsulation so developers interacted with high level audio tools** allowing audio assets to develop synchronically with new features.
- Documented detailed analytics of AAA games to **ensure audio levels were comparable with AAA titles**, consistent throughout gameplay, and uniform for each asset classification.
- Optimized platform performance by pairing compression formatting with asset classifications to minimize impact on game performance, audio quality, and **compatibility for low spec consoles such as the Switch**.

Audio Programmer & Sound Designer — *Songsmith (Nav LLC)* | NDA

09/2023 - Current

- Responsible for audio integration and system design to connect Wwise and Gameplay systems.
- Scripts tools for game designers to utilize Rhythm Callbacks for a RogueLike - Rhythm Based Game.

CURRENT PROJECTS

Lead Sound Designer — *Star Rift Saga (Vela Studio)* | NDA

05/2023 - Current

- **Leads and coordinates a national team of sound designers** to collaborate with the development team to produce sci-fi-realistic audio effects for a Sci-Fi Platformer.

- Administrates team production schedule and tasks using **Jira** and **Slack**.

Sound Designer — *Skywind*

09/2023 - Current

- Responsible for using **modern sound design techniques** to design audio for **fantasy realism** and magical spells inspired by demon souls
- Building audio building blocks using **multiband dispersers, phase modulation**, and LFOs to modulate **mid-low frequency** to create movement in building blocks.

EDUCATION

Penn State University (Online) — *Master of Engineering in Acoustics*

01/2024 - 06/2025

Full Sail University, Winter Park, FL — *B.S. Audio Production*

10/2020 - 05/2023

Relevant Coursework: Sound Design for Games, Mixing Techniques, Recording Principles, Audio Arts in the Entertainment industry, Game Audio 201

SoloLearn Certifications: Intermediate C++ | Intermediate C#

Unity: Junior Programmer

AudioKinetics: Wwise 301 Certification

EXTRA

Homebody - 9/10 on Steam

Letter of Recommendation:  Wayne Brown Letter of Recommendation.pdf

Languages: Conversational French, Native English, and Basic Spanish

Interests: Writing music, Playing Story Driven Games, League of Legends, Nature hikes in the Pacific Northwest, and Reading books on Audio techniques.

Favorite Games: Last of Us, Hellblade: Senua's Sacrifice, Skyrim, League of Legends.