



MICHAEL ANDERSON

LEAD AUDIO DESIGNER

PROFILE

Innovative Audio Designer with extensive experience in the gaming industry, specializing in interactive sound design and immersive auditory experiences. Adept at crafting dynamic soundscapes that enhance gameplay and player engagement, employing advanced programming and audio tools. Expertise in collaborating with multidisciplinary teams to develop and refine audio assets that align with game mechanics and storytelling.

EXPERIENCE

LEAD AUDIO DESIGNER

Epic Game Studios

2016 - Present

- Developed sound effects and musical scores for top-selling video games.
- Utilized Wwise and FMOD for interactive audio implementation.
- Collaborated with game developers to create adaptive audio solutions.
- Conducted player feedback sessions to refine audio elements.
- Managed audio asset libraries for efficient workflow.
- Led audio design workshops for team skill enhancement.

SOUND DESIGNER

Pixel Forge Games

2014 - 2016

- Created soundscapes for various gaming projects, enhancing player immersion.
- Collaborated with artists to align sound design with visual aesthetics.
- Implemented audio testing protocols to ensure quality assurance.
- Utilized Reaper and Ableton Live for sound manipulation.
- Participated in brainstorming sessions to innovate new audio concepts.
- Provided technical support for audio-related issues during game development.

CONTACT

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- San Francisco, CA

SKILLS

- Interactive audio design
- Wwise
- FMOD
- Game development
- Team collaboration
- Sound programming

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF SCIENCE IN AUDIO
ENGINEERING, FULL SAIL UNIVERSITY

ACHIEVEMENTS

- Recipient of the 2023 Game Audio Network Guild Award for Best Sound Design.
- Contributed to a game that achieved over 2 million downloads in its first month.
- Implemented audio features that improved gameplay ratings by 15%.