



Michael

ANDERSON

FOLEY ARTIST

Expert Foley Artist with significant experience in the gaming industry, acclaimed for creating dynamic soundscapes that enhance gameplay. Proficient in working collaboratively with sound designers and developers to ensure that audio elements align with the gaming narrative. Extensive knowledge of various sound recording techniques and tools, with a strong focus on innovation and creativity.

CONTACT

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- 📍 San Francisco, CA

SKILLS

- Foley artistry
- game sound design
- audio editing
- teamwork
- creativity
- innovation

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF SCIENCE IN GAME DESIGN, FULL SAIL UNIVERSITY

ACHIEVEMENTS

- Contributed to a game that won Best Audio at the Game Developers Choice Awards.
- Recognized for innovative sound design in an award-winning indie game.
- Developed a sound effect that became a signature element in a popular gaming franchise.

WORK EXPERIENCE

FOLEY ARTIST

Epic Game Studios

2020 - 2025

- Created detailed Foley effects for various gaming titles, enhancing player immersion.
- Collaborated with game developers to ensure sound design aligned with gameplay mechanics.
- Utilized specialized software to produce and edit sound effects tailored for gaming environments.
- Conducted sound testing to refine audio elements based on player feedback.
- Maintained an organized library of sound assets for efficient access during development.
- Participated in team meetings to brainstorm innovative sound design solutions.

JUNIOR SOUND DESIGNER

Indie Game Creators

2015 - 2020

- Assisted in creating sound effects for indie games, focusing on character interactions.
- Learned and applied sound editing techniques to enhance audio quality.
- Collaborated with artists to synchronize sound effects with visual elements.
- Conducted research on current sound design trends in gaming.
- Maintained sound libraries and organized effects for quick retrieval.
- Supported the sound team during playtesting sessions to gather feedback.