



# MICHAEL ANDERSON

## LEAD MUSIC EDITOR

### PROFILE

Innovative Music Editor with extensive experience in the interactive gaming industry, recognized for a unique ability to blend sound design with gameplay mechanics. Established proficiency in crafting immersive audio experiences that elevate user engagement and enhance storytelling within gaming environments. Expertise in collaborating with cross-functional teams to develop audio assets that align with creative visions and technical requirements.

### EXPERIENCE

#### LEAD MUSIC EDITOR

##### Epic Games

2016 - Present

- Directed audio production for high-profile gaming titles, enhancing player immersion.
- Collaborated with game designers to synchronize audio cues with gameplay events.
- Utilized Wwise and Fmod for interactive audio implementation.
- Developed sound libraries that improved asset retrieval efficiency by 40%.
- Conducted usability testing to refine audio experiences based on player feedback.
- Presented audio concepts to stakeholders, securing buy-in for innovative ideas.

#### MUSIC EDITOR

##### Activision

2014 - 2016

- Edited sound effects for blockbuster games, contributing to record sales.
- Worked closely with composers to integrate music seamlessly into gameplay.
- Managed audio assets across multiple platforms, ensuring consistency.
- Improved audio quality through rigorous testing and equipment upgrades.
- Provided training on audio editing software to junior team members.
- Participated in industry conferences to stay abreast of audio trends.

### CONTACT

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- San Francisco, CA

### SKILLS

- Wwise
- Fmod
- Sound Design
- Game Development
- Collaboration
- Audio Quality Assurance

### LANGUAGES

- English
- Spanish
- French

### EDUCATION

BACHELOR OF SCIENCE IN AUDIO  
ENGINEERING, FULL SAIL UNIVERSITY

### ACHIEVEMENTS

- Recipient of the Interactive Achievement Award for Best Sound Design 2021.
- Contributed to a game that sold over 1 million copies in the first month.
- Increased audio asset retrieval speed by 40%, improving team productivity.