MICHAEL ANDERSON

SENIOR SOUND DESIGNER

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CONTACT

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📍 San Francisco, CA

SKILLS

- Adaptive Sound Design
- Audio Implementation
- Wwise
- FMOD
- User Testing
- Team Collaboration

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF FINE ARTS IN GAME DESIGN, DIGIPEN INSTITUTE OF TECHNOLOGY

ACHIEVEMENTS

- Won the Game Audio Network Guild Award for Best Sound Design in 2021.
- Contributed to projects that received over 1 million downloads on various platforms.
- Developed an audio tool that improved sound asset organization, adopted by the entire studio.

PROFILE

Highly innovative Sound Effects Designer specializing in video game audio, with a robust portfolio showcasing diverse projects across multiple platforms. Expertise in creating dynamic soundscapes that adapt to gameplay mechanics, enhancing player immersion. Demonstrated proficiency in collaboration with cross-functional teams to deliver high-quality audio experiences that align with artistic visions and technical requirements.

EXPERIENCE

SENIOR SOUND DESIGNER

Game Audio Innovations

2016 - Present

- Designed and implemented adaptive sound effects for five AAA video games, enhancing player interaction.
- Collaborated with game designers to create sound elements that respond dynamically to in-game actions.
- Conducted user testing sessions to gather feedback on audio effectiveness and iterated designs accordingly.
- Managed audio asset creation, ensuring sound quality and consistency across all game titles.
- Utilized Wwise and FMOD for audio integration and implementation.
- Presented sound design concepts to stakeholders, securing approval for innovative audio features.

SOUND DESIGNER

Pixelated Games

2014 - 2016

- Created sound effects and ambient audio for multiple indie games, focusing on unique auditory experiences.
- Collaborated with the art team to ensure cohesive sound design that complemented visual elements.
- Developed a library of original sound effects, increasing efficiency in future projects.
- Participated in brainstorming sessions to innovate new game mechanics centered around sound.
- Assisted in the recording of voiceovers, ensuring high-quality audio capture.
- Provided technical support for audio software and equipment used by the team.