MA

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🌐 www.michaelanderson.com

SKILLS

- Spatial Audio
- VR Sound Design
- AR Audio Integration
- User Testing
- Workshop Facilitation
- Documentation

EDUCATION

BACHELOR OF SCIENCE IN AUDIO ENGINEERING, FULL SAIL UNIVERSITY

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Recognized for outstanding contributions to a VR project that won a prestigious technology award.
- Contributed to the development of an AR application that received over 500,000 downloads.
- Published articles in industry journals discussing the future of immersive audio technologies.

Michael Anderson

VR SOUND DESIGNER

Innovative Sound Effects Designer with a focus on virtual reality (VR) and augmented reality (AR) audio experiences. Expertise in creating immersive soundscapes that enhance user engagement and interaction in digital environments. Proven ability to collaborate with developers and designers to integrate sound seamlessly into VR and AR applications. Strong understanding of spatial audio and its application in creating realistic auditory experiences.

EXPERIENCE

VR SOUND DESIGNER

Immersive Audio Solutions

2016 - Present

- Created spatial audio designs for over 15 VR applications, enhancing user immersion.
- Collaborated with developers to integrate audio assets into VR environments effectively.
- Utilized specialized software for 3D audio rendering to achieve realistic soundscapes.
- Conducted user testing to refine audio experiences based on feedback.
- Developed a library of sound assets specifically tailored for VR and AR environments.
- Presented audio concepts to stakeholders, securing funding for innovative audio projects.

AUDIO DESIGNER

Digital Reality Labs

2014 - 2016

- Designed sound effects for various AR applications, focusing on user interaction.
- Assisted in the development of audio tools for AR experiences to facilitate sound integration.
- Collaborated with UX designers to ensure audio elements enhanced the overall user experience.
- Conducted workshops on spatial audio techniques for team members.
- Participated in industry conferences to stay updated on emerging trends in immersive audio.
- Documented sound design processes for future reference and team training.