

my work...

Here is a small sample of some of the projects I have worked on:

- ***Shepherd's Heart, Global Game Jam 2013...*** I designed all the sound effects for this awesome twin stick shooter for Xbox and Windows that was created in under 48 hours.
- ***Omega Hero...*** I directed voice actors and assisted in recording dialog for CrazyRock Creative to complete this side scrolling beat'em up for iPhone and Android.
- ***Kingdom Elemental...*** I edited dialog and assisted in recording voice talent for this well received PC Real Time Strategy game from Chronic Logic.

my expertise...

- Sound Design
- Recording, Editing, and Mixing Sound Effects
- Voice Acting
- Audio Middleware and Implementation

my experience...

- ***Game Audio Designer for GP Games*** (2008 – Present) at Full Sail University... I have worked on well over 100 games of many genres and styles while at Full Sail as a full-time employee honing my game audio skills with 5 years of practicing **sound design, voice acting, editing, mixing, recording, audio implementation**, and training and teaching interns. Their website, gameproject.fullsail.com, has many of the games I have worked on showcased with videos and downloads for the games themselves.

what software do I know?

- Sound Forge
- Wwise
- Pro-Tools
- FMOD

my education...

- Bachelor's Degree in Entertainment Business Full Sail University – Winter Park, Florida – 2010
- Associate of Science in Recording Arts Full Sail University – Winter Park, Florida – 2007
- Associate of Liberal Arts Ohlone College – Fremont, CA - 2006