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## Game Sound Designer

Game Sound Designer with hands-on experience contributing to game development. Proficient in Wwise with proven experience integrating audio into Unity and Unreal Engines. Combines technical expertise in DAWs like Reaper with proven leadership skills as the founder of a 30-member college sound design organization. My online portfolio, showcasing a range of sound redesign and implementation projects, is available at [www.ag-media.ca](http://www.ag-media.ca).

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### SKILLS

- Digital Audio Workstations (DAWs) and Editing: Reaper, Avid Pro Tools, Adobe Audition
- Audio Middleware: FMOD, Wwise
- Middleware Integration with: Unity and Unreal Engines
- Sound Design and Editing: Spatial Audio, Ambience Design, Foley Recording and Editing, Sound Effects Creation, Noise Reduction, AI-Assisted Sound Generation
- Video Editing Software: Adobe Premiere, DaVinci Resolve
- Professional: Creative Problem-Solving, Team Collaboration, Project Leadership, Mentorship, Asset Management

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### PROJECTS AND LEADERSHIP

#### **President and Founder**

**Sep 2023 – Present**

Sound Club – Sheridan College

- Founded and scaled the Sheridan Sound Club from 7 to over 30 active members (a 300% increase) in the first academic year, establishing it as a key resource for aspiring audio professionals within the BFTV program.
- Organized and hosted exclusive speaking engagements with renowned sound designers and editors from the film industry, opening sessions to the entire BFTV program.
- Developed and led numerous workshops to enhance members' technical skills and theoretical knowledge in sound design.
- Mentored and provided leadership to club members, fostering their presentation and professional development skills.
- Successfully advocated for and secured a dedicated showcase room from the college administration to highlight members' outstanding sound projects.

#### **Scene Redesigns and Wwise Proficiency**

**Sep 2023 - Present**

Various In-Game Play and Memorable Film Scenes Redesigns – [www.ag-media.ca](http://www.ag-media.ca)

- League of Legends 'Fiddlesticks' Scene Redesign: Executed a complete sound redesign to build a dark, horror-themed atmosphere, creating custom sound effects and spatial audio elements in Reaper.
- Fast and the Furious Scene Redesign: Replaced and enhanced all audio, focusing on high-impact vehicle sound effects and foley to match the on-screen action.
- Wwise Demo Reel: Demonstrates technical proficiency in Wwise, showcasing dynamic audio implementation, including interactive and randomized sound effects within a game environment.

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### WORK EXPERIENCE

#### **Sound Designer Intern**

**May 2025 – Present**

Origin Films – Toronto, Ontario, Canada

One of the largest companies of its kind in the Toronto area that specializes in commercials, corporate videos, organic social media content, and sound assets creation for various multimedia industries.

- Contributed to the sound creation and foley for advertisements developed for independent game studios, enhancing their market presence.
- Designed and implemented foley and sound effects for an indie game in development, directly contributing to the immersive audio experience.
- Managed general sound workflows and file organization, optimizing sound libraries and creating new assets for various projects.

**Freelance Sound Designer / Editor****July 2023 – Present**

Various Clients – Remote/Toronto, ON

- Provided comprehensive sound design and editing services for numerous independent short films, with selected projects gaining recognition at local film festivals.
- Delivered audio tuning and cleanup for personal multimedia projects, ensuring high-quality sound for diverse individual clients.
- Created and contributed sound assets for small, independent game developers, supporting their game development efforts.
- Collaborated with a wide network of creators to bring their artistic visions to life through compelling audio.

**Sound Contributor****May 2025**

Moon Studios – Toronto, Ontario, Canada

An independent video game development studio with offices across the world. Best known for their 2015 title "Ori and the Blind Forest."

- Designed and submitted a diverse portfolio of original sound assets for the highly anticipated Action RPG, "No Rest for the Wicked."
- Conceptualized and produced a range of sounds, focusing on combat impacts directly aligning with the game's established dark fantasy art direction.
- Utilized advanced layering and processing techniques in Reaper to create unique and impactful audio that met the studio's high-quality standards.

**Sound Editor****Jun 2023 – Aug 2023**

"Girl in a Locked Mind" (Director: Richard Pacchik) – Greater Toronto Area (GTA), Ontario, Canada

- Executed comprehensive sound editing for the short film, managing the post-production audio workflow from start to finish.

**Sound Designer****Jan 2026 - Present**

Studio13 – Toronto, ON

- Curate high-fidelity sound libraries for a diverse range of clients, from independent developers to AAA game studios.
- Perform custom foley recording and editing to meet specific gameplay and narrative requirements.
- Execute complex sound integration using Wwise, ensuring interactive and randomized audio behaviors align with game engine mechanics.

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**EDUCATION**

Bachelors of Film and TV, Sheridan College, ON, Canada

**Dec 2025**