

CAREER ASPIRATIONS

I aspire to create immersive and creative audio for video games in new and inventive ways. I am enthusiastic, easy to work with and a team player and I believe I can make a positive contribution to any project or product I am involved in.

SUMMARY OF KEY SKILLS

- Adept with most DAWs and wave editors including; Pro Tools, Nuendo, Adobe Audition and Sound Forge
- Experienced with audio implementation into Unreal 3 and Source Engine as well as implementation into middleware such as Wwise, FMOD and XACT.
- Developed proprietary audio tools and sound engines individually and as part of a team.
- Accomplished in game audio, post production, surround mixing and music production.
- Maintains a special interest in field recording, ADR and foley recording and performance, as well as sound design.
- Active member in the game audio community and contributing regularly to The Game Audio Forum and The Game Audio Network Guild
- Experience with prototyping tools and programming languages such as Max/MSP, XNA and C++.
- Highly organized and possesses a keen eye for detail.

EDUCATION

- 2008-2009 Leeds Metropolitan University – MSc Sound and Music for Interactive Games with distinction
- 2005-2008 Leeds Metropolitan University – BSc Creative Music and Sound Technology 1st class hon

RELEVANT EXPERIENCE

- Sound Designer & Contributor - The Game Audio Tutorial (book) 2010-Current
- Sound Designer - Lukewarm Media, 2009-Current
- Part Time Lecturer - Leeds Metropolitan University, 2009-2010
- Audio Designer and Project Lead - Fuse Box Big Screen Interactive Game, 2009

AWARDS

- Fuse Box 3rd in Best Technology category 2009 Game Republic Student Showcase.

OTHER

- Keen current musician plays; guitar & bass.

ONLINE PORTFOLIO: WWW.AQUINN.CO.UK

References Available On Request

Andrew Quinn
andrew@aquinn.co.uk