
Creative sound designer with proven expertise in game development. Experienced in crafting, configuring, and implementing unique audio assets using Ableton Live, Audiokinetic's Wwise, and other industry-standard software.

Professional Experience

Freelance Sound Designer | Bill Rauscher Audio | Remote | ([Examples](#)) **05/2024 - Present**

- Recording, composing, and designing unique audio assets. ([Examples](#))
- Configuration of audio assets with Audiokinetic's Wwise. ([Examples](#))
- Collaboration with development teams to integrate sound assets with Unreal Engine and Wwise.
- Review and testing audio throughout the game development process.

Music Producer | Rausch Music | Remote **01/2022 - Present**

- Produced and engineered high-quality electronic music tracks using Ableton Live, demonstrating expertise in sound design, mixing, and mastering to create professional-grade compositions, amassing over 175,000 streams. ([Examples](#))
- Designed and created all visual brand assets using Blender and Unreal Engine, including cover art, music videos, and other creative assets, showcasing expertise in 3D modeling, animation, and rendering. ([Examples](#))
- Managed the distribution and promotion of music, utilizing various platforms and marketing strategies to increase reach and engagement.

Content Marketing Specialist | EFI | Remote **07/2021 - 07/2022**

- Strategized and managed eCommerce product content across various programs, instances, and marketplaces.
- Created compelling and targeted copy to increase engagement and drive sales. ([Examples](#))
- Ensured the timely execution of deliverables across teams.
- Demonstrated professional growth by taking on multiple responsibilities including content marketing specialist, graphic designer, and eCommerce specialist within one year.

Skills

Sound Design, Technical Sound Design, Audio Post Production, Audio Engineering, Music Production, Voice Over Recording, Dialogue Editing, Foley Recording, Field Recording, Verbal Communication, and Project Management.

Software

Ableton Live, Reaper, Unreal Engine, AudioKinetic Wwise, Visual Studio Code, Godot, Github, Gitlab, Blender, Obsidian, Adobe Creative Suite, Davinci Resolve, OBS, and Rekordbox.

Hobbies

Gaming, rock climbing, photography, golf, baseball, cooking, and conversational Spanish.

Education

Bachelor of Science | Business Administration - Summa cum laude **Nichols College | 05/2020**