

Will Clark

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OBJECTIVE: To Gain a Position as Sound Designer for the Video Game Industry

QUALIFICATIONS

- **Game Design / Game Engine Skills:** Unity / Unreal (3D and Audio) / Wwise / Fmod / C# / C++ / Python / Touchdesigner / Notch / Reaktor DSP Programming / Unity DSP Programming / UE5 Meta Sounds DSP Programming / Interaction Design / Bug tracking
- **Audio Software Skills:** Ableton Live / Pro Tools / Bitwig / Logic Pro / Sibelius / Reaktor / Kontakt / Native Instruments Komplete / Virus TI 2 / Izotope Suite / RX9 / Ozone / Arturia / Omnisphere / Adobe Audition / Reaper / Reason 12 / Glitchmachines / Sound Particles / Dolby Atmos
- **Audio Hardware Skills:** Avid S6 / Large format consoles (Neve & SSL) / Outboard gear / Microphone theory & technique / Recording theory & technique / Analogue Sound Synthesis / Modular Synthesis / Drum Machines / Instrument Maintenance / Sound-music library management / Professional multi-instrumentalist / MIDI (1.0, 2.0 & MPE) / Live Sound technician A1 / Design and build of multi-node server for AV
- **3D Softwares:** Cinema 4D / Touch Designer / Blender / Vectorworks / Notch / Insydium (X-particles) / Creality / Prusa (3D Printing)
- **Video Design / VFX:** Resolume Expert / After Effects / Render farm design, build & management / Adobe After Effects / Adobe Illustrator / Blender / Red Giant Suite

EDUCATION

MASTER OF ARTS | Music Technology Innovation | Berklee College of Music

2013-2014

BACHELOR OF ARTS | String Bass Classical Performance | San Francisco Conservatory of Music

2008-2012

WORK EXPERIENCE

Sound Designer / Audio Lead | P1-OM (<http://p1om.com/>), Daly City, CA | 01/2023-Present

- Working on a large-scale, independent game for release on multiple platforms. Understanding the game development cycle and using project tracking tools Trello and Miro and using and managing version-control software such as Github.
- Lead the creative sound design and production process for a large sound team as an elected leader in for the sound team.
- Create organization and tracking systems for audio assets from design to implementation phases included detailed interactive Google Sheets, auto-back-up system for files on Google Drive and Synology. Review pipeline for approving new sounds.
- Recruited new members with posts on Linked-in and through personal connections.
- Design and create high-quality audio assets for video game projects, using tools such as Wwise, and Unity.
- Compose music for large sections of the game to match certain aesthetics of the game. Implemented this music as an interactive arrangement in Wwise and Unity.

Visual Artist / Sound Designer | Colour Feeders (<https://colourfeeders.com/>), Daly City, CA | 07/2016-Present

- Supply A/V pipeline and computing designs for some of the world's most premiere digital art spaces and music events/sound projects, specializing in projection mapping, creative design and video content creation
- Follow the creative and technical execution of the audio vision set out by the project audio lead.
- Design high-quality audio sound effects and music assets. Create, record, and edit audio for a variety of sound design needs.
- Implement audio using tools or industry standard audio middleware such as Wwise, Fmod and game engines such as Unreal and Unity. Achieve high quality audio results for projects through creative implementation of crafted sound design. Test all aspects of the audio to ensure playback is as intended and fit for commercial release.
- Regularly review work with customers to ensure a strong and consistent audio and visual style; build good communication & coordination between customers and designers (art, animation, programming, design, production, etc.)

Advanced Sound Design Instructor | Pyramid Institute (<https://pyramind.com/>), San Francisco, CA | 04/2017-Present

- Instructed undergraduate students in the theory and practice of sound synthesis, reinforced the fundamentals of synthesis through practice in sound recreation, pathway building in Reaktor and study in the history and development of synthesis
- Provided instruction for assigned courses, including preparation for in-class education activities, evaluation of students' work, consultation with students outside of class, maintenance of currency in the subjects taught
- Classes Taught: Advanced Sound Design and Synthesis (NI Reaktor), Ableton Live

Instructor of Audio Arts | SAE Expression College (<https://usa.sae.edu/>), Emeryville, CA | 02/2015-08/2017

- Taught students in various subjects of advanced audio technologies, assisted students by providing advice on requirements and feedbacks for successful achievement in the area of expertise, maintained regular office hours
- Worked cooperatively within the college community, fostered an environment that protected academic freedom within the college community, solidified the design process and execution of a complete sound design package
- Classes Taught:

- Sound Design for Video Games (Fmod)
- Sound Design for Film (ProTools)
- Synthesis & Sound Design I & II (Ableton)
- Music Theory & Musicianship
- Large Format Studio Operation I, II & III

- Surround Sound Formats & Mixing
- Mixing for Music I & II (ProTools).
- Large Format Digital Studio Operation (Icon)
- Music Production History
- Live Sound

- Speaker Theory
- Microphone Technique
- Supplemental Subjects workshops