ARON ROBERTS

Game Audio Professional

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GAME AUDIO PROJECTS

Summer Associate (Intern)

Microsoft, Turn 10 Studios, *Forza Motorsport*   June 2020—Aug 2020

Audio Team Size: 15

- ➢ Researched current industry practices about real-time frequency control techniques to determine possible solutions that could be implemented in Forza Motorsport
- ➢ Analyzed frequency content of in-game audio to determine adaptive EQ targets
- ➢ Edited a linear demo video to define goals for audibility and effectiveness of adaptive EQ
- ➢ Designed a custom adaptive EQ system in FMOD by triggering snapshot instruments to activate EQ's which apply filters based on parameter-driven automation curves
- ➢ Presented my findings to the audio team to communicate potential use cases of adaptive EQ system

Microsoft, Turn 10 Studios   June 2019—Aug 2019

Audio Team Size: 13

- ➢ Prototyped audio systems in FMOD to develop solutions toward immersive environmental soundscapes
- ➢ Tagged events using FMOD's event notes feature to document technical design intentions
- ➢ Aligned phase and stripped silence from ~200-300GB of audio assets in Reaper to organize the audio team's sound library according to established conventions
- ➢ Updated initiative tasks in Azure DevOps to manage and communicate workload with the audio team and the production team at large
- ➢ Attended daily check-in meetings with audio team to report progress and establish team rapport

Composer / Technical Sound Designer

Enooom, *Until You Wake*   May 2019—Dec 2020

Total Team Size: 17

- ➢ Designed Wwise events using built-in features of both the actor-mixer hierarchy and the interactive music hierarchy to provide clear and satisfying signifiers and feedback for player input
- ➢ Implemented audio in Unity using Audiokinetic scripts and custom C# scripts to call Wwise events
- ➢ Recorded custom audio sources for all aspects of sound design to produce a unique soundscape
- ➢ Adjusted attenuation curves, reverb levels, and EQ parameters to simulate the diegetic game space
- ➢ Composed symphonic orchestral music using the Vienna Symphonic Library to augment player engagement
- ➢ Hosted weekly audio mix sessions to allow opportunities for team members to provide audio-related feedbak

SKILLS

- ➢ **Video Game Sound Design:** recording, production, implementation
- ➢ **Music:** composition, arrangement, performance
- ➢ **Argumentative Writing:** research, literary review, thesis development

TOOLS

- ➢ **Middleware:** Wwise, FMOD Studio
- ➢ **DAWs:** Reaper, Logic Pro X, Pro Tools
- ➢ **Game Engines:** Unity
- ➢ **Scripting Languages:** C#
- ➢ **Source Control:** Perforce, Git
- ➢ **Task Management:** Azure DevOps
- ➢ **Music Notation:** Sibelius

EDUCATION

Bachelor of Arts in Music and Sound Design   May 2021

DigiPen Institute of Technology

Bachelor of Arts in Religion   Graduated—June, 2017

Pacific Lutheran University

www.aronrobertsaudio.com