Austin Wilson
Game Audio Engineer

Lets get in touch!
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Experience

Contract Game Audio Engineer ‖ University of Buffalo, New York ‖ May 2021 - Current
- Composing dynamic and evolving soundtracks
- Recording, Synthesizing, and Mixing SFX
- Audio implementation and systems design in Unity using C#

Game Audio Engineer ‖ Rubyshark Games ‖ December 2020 - Current
- Wwise spacial audio and dynamic music implementation in Unreal Engine using blueprints
- Creating exciting action FPS SFX and composing a dynamic soundtrack
- Communicating with and working alongside a large remote team using TortoiseSVN version control

Game Audio Engineer ‖ Michigan State University Games for Entertainment and Learning Lab (GEL) ‖ May 2019 - May 2021
- Composing music, creating sfx, and implementing game audio in Unity using C#
- Working in a fast paced collaborative environment, managing deadlines for multiple team projects simultaneously

IT Intern ‖ Techsmith ‖ January - May 2019
- Communicating complex software and systems in an understandable, replicable, and clear way to coworkers and non IT staff to create a more efficient workplace

Notable Game Credits

Plunder Panic ‖ Award winning couch co-op 2D platformer developed for the Nintendo Switch
- Directed the rework of the game's audio manager to help streamline and expand implementation capabilities
- Reworked the audio mix to be more gameplay centric in this hectic and busy game

Whipslash VR ‖ VR hack and slash featured in the GDC 2020 Intel Showcase, developed on Rift, Vive, and Index headsets
- Created believable and impactful SFX that were spatially consistent and immersive in VR
- Wrote and directed implementation of a dynamic soundtrack for combat and exploration spaces

Cybergrind Overdrive ‖ 2D multiplayer runner developed alongside Iron Galaxy mentors
- Directed Wwise implementation, audio production, asset creation, and audio systems design
- Created an atmospheric and exciting soundtrack for intense racing action

Education

Michigan State University ‖ East Lansing ‖ December 2021
Bachelor of Arts in Media and Information with a focus in sound design and game development

Software
- Unity
- Unreal Engine
- Wwise
- Ableton
- Reaper
- Pro Tools
- Excel
- Git
- TortoiseSVN
- Blueprints
- PlasticSCM
- C#
- C++
- HTML
- CSS
- Python

Skills
- Eq, Compression, and effects
- Wwise implementation
- Sample editing and manipulation
- Spatial sound and recording
- Voice over recording
- Mixing/Mastering music and sfx
- Synthesizing sounds and effects
- Composition and performance
- VR/AR audio and effects

Extra Curriculars
- Music production for independent artists
- TA for Intro to Wwise at MSU
- Live mixed Beatles cover band
- Music production for ESA broadcasts
- MSU Spartasoft presenter on game audio
- Steam audio implementation