

# SABRINA FEDELE

## Video Game Sound Designer

### Objective

To not spill food on myself for one day in my entire life

### Contact

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 Seattle, WA, U.S.

### Education

- **Loyola University Maryland**  
B.A. in Psychology, Business  
Minor, Tennis Scholarship
- **Berklee Online**  
Courses on Wwise, Game Audio,  
& Game Design Principles

### Skills

#### ■ Technical

- FMOD, Wwise, Reaper, ProTools, Unity, Unreal Engine 4, GitHub Source Control, iZotope Suites

#### ■ Sound Design

- Foley, field recording, synthesis, dialogue editing, asset optimization, implementation



### Professional Summary

I'm a self-taught sound designer who specializes in original recordings. I've given talks at GameSoundCon, AirCon, and USC, and co-hosted a workshop with the IGDA Climate SIG at GDC. I was on the Audio Initiative shortlist for the 2025 Airwiggles Awards too.



### Experience

- **Audio Director - Airborne Empire - *The Wandering Band***  
**2023 - Present**
  - Led sound design for this City Builder/RPG full of birds and executed it via sound design & implementation
  -  Unity, FMOD
- **Sound Designer- Lichgate - *Sun Lion Games***  
**2024 - 2025**
  - Collaborated with the lead developer to create silly and adventurous sound effects for this RTS game
  -  Unity, FMOD
- **Sound Designer - Letterhead Series - *Houlihan***  
**2022 - 2024**
  - Recorded tailored sound effects to create relaxing soundscapes for three puzzle games
  -  Unity, custom-built audio solutions
- **Sound Designer - Unannounced Game - *Game Audio Forge***  
**2023**
  - Produced magical, UI, and creature sound effects in the adventure genre and collaborated with our Audio Director
  -  Unreal Engine 4
- **Sound Designer - Unannounced Game - *Molinare***  
**2022**
  - Created a library of 200 elemental sound effects intended for combat for an upcoming title under NDA
  -  N/A