

Sabrina Fedele

Sound Designer

www.sabrinafedele.com

+1 (201)-618-4954

sabrinafedeleaudio@gmail.com

Denver, CO, United States

Work History

Houlihan | September 2022 - Present

Sound Designer - *Letterhead*

- Designing tailored sound effects for a short video game being created in Unity
- Collaborating remotely by utilizing version control (Github) and incorporating feedback from team lead

Molinare | July 2022

Sound Designer - *Unannounced Video Game*

- Created over 200 fire sound effects intended for projectiles, impacts, and buffing weapons with flames
- Incorporated feedback from the audio director and info in the design document to ensure assets were approved

Houlihan | February 2022 - June 2022

Sound Designer - *Word Breeze*

- Crafted sounds that underscored the game's calm atmosphere; worked with developer to create audio manager in C#
- Recorded and processed all-original sounds to match our lead's vision; game is expected to be shipped this December

Variety of Production Companies | May 2021 - July 2022

Sound Designer, Dialogue Editor, Foley Artist, Production Sound Mixer, Re-recording Mixer

- Did freelance sound work for several short films and a feature film's trailer while teaching myself game audio
- The feature's trailer, *Manchurian Avenger*, for Facet Films included gore foley and voiceover/narration I recorded

Independent Experience

Blueprints/Unreal Project - *Third Person Shooter*

- Working on implementing sounds in Unreal with UE Blueprints to practice scripting and using the engine

Wwise/Unity Implementation - *Third Person Shooter*

- Implemented original sounds into Unity with Wwise; utilized the interactive music hierarchy, randomization, and more

FMOD/Unity Implementation - *Spaceship Project*

- Automated several parameters for a spaceship lifting off, speeding up, slowing down, landing, and more

Education

Certificate in Writing/Directing - *Colorado Film School*

- Took Production Sound and Post-Production Sound courses; was the sound designer on many student projects

B.A. in Psychology, Business Minor - *Loyola University Maryland*

- Learned how to communicate effectively in an organization and developed an understanding of human behavior

Several Video Game Audio Courses - *Berklee Online*

- Took on a variety of sound design projects and implementation projects with FMOD and Wwise in Unity

Technical Skills

- Reaper
- ProTools
- Logic Pro X
- FMOD
- Wwise
- Batch Processing
- Unity
- Unreal
- UE Blueprints
- Izotope Rx Suite
- Github
- Sound Editing
- Sound Design
- Foley
- Sound Editing
- Dynamic Mixing
- Field Recording
- Dialogue Editing
- Implementation
- Synthesis
- V.O. Recording