

# Sabrina Fedele

Game Sound Designer  
[www.sabrinafedele.com](http://www.sabrinafedele.com)

(Number available upon request)

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Colorado, United States

## Work History

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### **The Wandering Band** | September 2023 - Present

#### **Audio Director** - *Airborne Empire*

- Created and mixed sound effects for their Gameplay Launch Trailer that they submitted to showcases
- Defined the audio direction of the game and executed it by doing all the sound design and implementation
- Devised a dynamic audio system in FMOD that made it easy to pre-mix the game throughout development

### **Game Audio Forge** | July 2023 - August 2023

#### **Sound Designer** - *Unannounced Video Game*

- Produced high-quality sound effects and variations for magic spells, opening chests, creature sounds, etc.
- Improved each of those SFX under the direction of our Audio Director, Derrick Reyes

### **Houlihan** | September 2022 - July 2023

#### **Sound Designer** - *Letterhead*

- Designed tailored sound effects for a short puzzle game and implemented them directly within Unity
- Collaborated remotely by using Github and mixed the game's sounds

### **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 our lead and info in the design document to ensure assets were approved

### **Houlihan** | February 2022 - May 2022

#### **Sound Designer** - *Word Breeze*

- Crafted sounds that underscored the game's calm atmosphere using the developer's audio manager
- Recorded and processed all-original sounds to match our lead's vision

## Education

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

**Directing/Writing Certificate** - *Colorado Film School*

**Courses for Intro to Game Audio, Game Design Principles, & Wwise** - *Berklee Online*

## Technical Skills

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- **DAWs:** Reaper, ProTools | **Middleware:** FMOD, Wwise | **Game Engines:** Unity, Unreal | **VCS:** GitHub
- **Implementation:** Debugging, Memory Management, Dynamic Mixing, Spatialization
- **Audio:** Synthesis, Foley, Sound Editing, Sound Design, Voiceover Editing, Field Recording