

Sabrina Fedele

Sound Designer

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Colorado, United States

Qualifications

- I'm a self-taught Sound Designer who has worked on 3 video games and has experience with implementation

Work & Project 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 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; game to be shipped soon

Independent Project | January - March 2022

Technical Sound Designer - *Nightmare Wizard*

- Implemented sounds into a practice game level within Unity using Wwise
- Guided viewers in a walkthrough of my process that's available on my website

Freelance Film Projects | May 2021 - Present

Sound Designer, Re-recording Mixer, Production Sound Mixer

- Did freelance sound design and mixing work for several short films, a feature film, and a trailer
- Received a nomination for Best Sound from Colorado Film School for my sound design in *Cholo*

Education

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

- Learned about human behavior and cognition, which transfers into my sound design process

Sound for Film/Video, Sound Design Courses - *Colorado Film School*

- Studied sound design and recording basics under Justin Davis, a Sr. Audio Engineer for RWS Group NASA

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

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

Technical Skills

- **DAWs:** Reaper, ProTools, Logic | **Middleware:** FMOD, Wwise | **Game Engines:** Unity, Unreal | **VCS:** GitHub
- **Plug-ins:** Izotope Rx Advanced, Kontakt 7, Kilohearts Suite, Reaktor 6, Tonsturm Whoosh, VocalSynth2, etc.
- **Misc:** Synthesis, Dynamic Mixing, Foley, Sound Editing, Sound Design, V.O & ADR Recording, Field Recording