

Will Sords

Audio Designer and Engineer

soundstrider.dev

Phone number on request
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PROJECTS

Re:Fresh - Lead Audio Designer, Assistant Producer Fall 2022 - PRESENT
Integrated Wwise with Unity; sourced, synthesized, and implemented over 1000 unique SFXs; worked with 8 voice actors to create a custom dialogue system. Created timetables and tracked progress through Trello; managed 6 team members schedules; documented work through Miro.

Osteology - Audio Engineer, Systems Designer Fall 2022
In 2 weeks: Created game concept in a team of 3; created immersive VR educational experience prototype; sourced and integrated SFXs through Unity audio; worked with lead system designer to troubleshoot and fix core localization and functionality systems.

Blind Spot - Lead Audio Designer TX Game Jam 2022
In 48 hours: Created game concept with a team of 7; sourced, synthesized and implemented all audio through Unity audio; worked with 1 voice actor for unique dialogue.

Usurpent - Lead Audio Designer Fall 2021
Integrated Wwise with Unity; sourced, synthesized and implemented SFXs and music.

DeadBeat - Audio Engineer Fall 2020
Sourced and synthesized SFXs in Ableton; worked with project composer to integrate music.

EDUCATION

University of Texas at Austin, Austin TX

Arts and Entertainment Technologies Candidate - Dec 2023

WORK EXPERIENCE

HEB, Austin TX — *Cross Functional Partner* Dec 2020 - PRESENT
Work in a fast paced environment with a dynamic team and schedule; trained in every department; trained to use industrial equipment; lift/move loads of over 60 lbs regularly.

UT Austin, Austin TX — *Undergraduate Assistant* Aug 2021 - Dec 2021
Assisted in managing a class with over 100 students; graded projects; taught audio related software; kept track of inventory and renting equipment.

Regal Entertainment, Austin TX — *Cast Member* June 2019 - Oct 2020
Handled monetary transactions; trained team members in multiple different roles.

SKILLS AND SOFTWARE

AudioKinetic Wwise
Unity
Ableton Live 10/Logic Pro
X/Reaper
Max/MSP
Figure 53 QLab
Supercollider/FoxDot
Open Broadcast Software
Miro
Trello
Github
Front of House Engineer

AWARDS

Judges Choice: [Blind Spot](#)

Best Visuals: [Blind Spot](#)

Best Special Effects Nominee:
“Neverwhere” Robinson SS
Cappies Awards Show 2015

CERTIFICATIONS

CompTIA IT Fundamentals
CompTIA A+

MORE PROJECTS

Games on [Itch](#)
[Youtube](#)

Cappies Awards Show
production in conjunction
with John F Kennedy Center
audio team (2015-18)

Audio Engineering and
Design- Stage Faces Theater
Company (2018-19)