

AUSTIN SHANNON

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EMPLOYMENT

Bang Zoom! Entertainment: *Sound Designer / Technical Administrator* September 2010-Present

- Provide sound design for broadcast animations, film, video-games, and web
- Manage audio-post projects in the areas of film, video-games, and television
- Record and edit dialogue, ADR, and voice overs
- Create and manage operations for dialogue editors and interns
- Designed and implemented audio quality control process

Sony Computer Entertainment America: *Game Audio Intern* June 2010-August 2010

- Designed original sounds for multiple AAA titles on the PS3 and PSP
- Utilized SCREAM in implementation and scripting of in-game assets
- Worked with sound designers performing field and studio recordings
- Mixed linear cinematics and trailers
- Edited in-game dialogue
- Prepared dialogue scripts for implementation and localization
- Logged and edited data for SFX library

Tree Sound Studios: *Intern* January 2010-June 2010

- Engineered and assisted music recording sessions
- Performed microphone setups, breakdowns, and inventories

WHNT News Channel 19: *Production Technician* July 2009-October 2009

- Primetime operation of live news audio board, camera, and prompter

Npall Audio, Inc.: *Intern* January 2009-May 2009

- Worked on 5.1 films, t.v. and radio advertisements, and music videos
- Functions include foley and voiceover recording, sound design, editing and de-noising

SELECTED CREDITS

Justice League Doom (Warner Brothers) TBA – Sound Design/Sound FX Editing

Scooby Doo Mystery Inc. (Warner Brothers) 2011 – Sound Design/Sound FX Editing

SOCOM 4: U.S. Navy SEALs (SCEA - PS3) 2011 – Additional sound design and in-game scripting

Sly Collection (SCEA - PS3) 2010 – User interface sound design

Starhawk (SCEA - PS3) TBA – Additional sound design and in-game scripting

God of War: Ghost of Sparta (SCEA - PSP) 2010 – Additional sound design and in-game scripting

SOFTWARE SKILLS

Audio:

Pro Tools, Ableton Live, WaveLab, Bias Peak
Sound Forge, Reaktor, Max/MSP, Waves

Graphic:

Photoshop, Illustrator, Dreamweaver

Implementation:

Sony SCREAM 6, Wwise, FMOD
Shotgun Pipeline Manager

Office:

Excel, Word, Power Point

EDUCATION

Middle Tennessee State University (MTSU) 2006-2009 GPA: 3.4

Bachelor of Science in Audio Production / Concentration in Production and Technology
Entertainment Technology Minor / Emphasis in Digital Audio Post-Production

Society for Electronic Music (SEM)

2008-2009 - Web Master

2007-2008 - **President**

2006-2007 - Events coordinator

Audio Engineering Society (AES)

2006-2009 - Participating Member

ACHIEVEMENTS

- Placed in the top twenty for the Blastwave FX Sound Design Competition - 2009
- Creative Project Grant recipient: *Sound Design with Kyma X* - 2008
- Brody Jay Towler Scholarship recipient - 2008
- Creative Project Grant recipient: *SEM 2, Student CD* - 2007
- Tau Sigma National Academic Honor Society - 2007
- MTSU Dean's List: Fall and Spring - 2006 and 2007

PERSONAL QUALIFICATIONS

- Technically and artistically minded
- Goal oriented, able to meet and beat the deadlines
- Achieve solutions simply and creatively
- Excellent team player, work well under pressure
- Fast learner, enjoy sharing skills with others

RELEVANT INTERESTS

Electronic music composition, generative and algorithmic sound tools, synthesizer creation and programming, unique audio processing software and tools, art, video games, film/cinema/animation