

# Jordan Kolb | Sound Designer

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## Relevant Experience

**Wicked Pixel Studios** | Sound Designer, QA Tester Mar. 2021 – Nov. 2021

- Collaborated with artists, an engineer, and music producers to give titles a unique sonic identity.
- Implemented sound effects in Unreal Engine 4 and crafted soundscapes that enhanced the gameplay, atmosphere, and overall experience.
- Mastered music tracks for mobile speakers and was responsible for ensuring the overall mix levels were consistent.
- Did builds and QA testing for the mobile iOS port of Dual Fury.

**Vision Games** | Sound Designer, Recording Engineer Nov. 2019 – Nov. 2020

- Was responsible for the sound design associated with the promotional material.
- Conducted remote ADR sessions with voice actors and normalized recorded dialogue for implementation into the game.
- Recorded foley and create audio assets to be implemented into Unreal Engine 4.

**Floor 84 Studio** | Sound Design Intern Aug. 2018 – Mar. 2019

- Collaborated with stakeholders of multiple different internationally recognized entertainment franchises to ensure my work represented the IP.
- Created and implemented audio for web games and mobile applications in Haxe (JavaScript) and Unity (C#).
- Produced and mixed audio from a library of free sound effects using Logic Pro X.
- Proposed ideas and assisted with the conception and ideation of in-house developed titles.

## Education

**Ithaca College** | Bachelor of Science Dec. 2017

Major: Television and Radio, Minor: Game Development

## Skills

**Audio Software** Pro Tools | Logic Pro X | Reaper | FMOD Studio | Digital Performer

**Game Engines** Unreal Engine 4 | Unity | Haxe | Phaser

**Coding Languages** JavaScript (intermediate level) | C# (beginner level)