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| Elliott D. Bailey-WillsSound & Game Designer | <https://www.elliottbw10.com>elliottbw10@gmail.com(919) 440-5522 |

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|  **Skills:*** Sound Design
* Narrative Design
* Enemy Design
* Combat Design
* Texture Art
* 3D Modeling
 |  **Tools:*** Unreal 4
* Unity
* Adobe Audition
* Vocal Synth 2
* Audacity
* C#
* Maya
* Substance Painter
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| **Work Experience:****Feudal Games – *Wake from Death*** – Sound Designer* Created unique sounds for player characters, enemy characters, player abilities, and weapons
* Implemented sounds into Unreal using Blueprints
* Created unique voice over tracks using vocal synthesizers
* Created ambient sounds for the city, and ability pickups
 | February 2019 – May 2019 |
| **Outback Steakhouse -** Bar Manager* Created schedules
* Trained new employees
* Ordered and tracked inventory
* Kept constant communication with team to ensure work was done efficiently and correctly
 | October 2015 – Present |
| **Dead Level Studio - *Sanguine Soul*** –Sound, Narrative and Enemy/Combat Designer* Wrote in-game narrative
* Created unique sounds for characters and spells
* Designed and documented several enemy concepts
* Designed and documented unique combat abilities
* Implemented changes to enemies and combat based on feedback to better fit desired gameplay
 | September 2018 – December 2018 |

 **Education:**

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| **University of Central Florida**Bachelor of Arts in Digital Media Concentration in Game Design | December 2019 |