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| Elliott D. Bailey-Wills  Sound & Game Designer | <https://www.elliottbw10.com>  [elliottbw10@gmail.com](mailto: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 |