

David Yingling

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OBJECTIVE

To secure a Sound Design position with a video game software developer where I can utilize my expertise in sound design, post production, and live sound techniques as well as my knowledge in music composition, game QA, and game production

SUMMARY OF QUALIFICATIONS

- Working knowledge of Pro Tools LE/HD, Nuendo, Cuebase, and Sound Forge audio editing software
- Proficient with Wwise, Fmod, and Xact implementation software as well as UE3/UDK
- 5 years experience in freelance and professional sound design roles
- Experienced in game audio, studio recording, post production and 5.1 surround mixing methods and techniques
- Knowledgeable in Kyma sound design environment and Paca hardware
- Dedicated to high quality audio and providing immersive user experiences through sound
- Avid game player in various genres and platforms

RELEVANT WORK EXPERIENCE

Omni Audio (Redmond, WA)

January 2011 - Present

Sound Designer/Audio Implementer

- Duties include sound effects design, dialog editing, sound recording, audio implementation (Wwise and Fmod) and asset management
- AAA game credits in sound design, dialog editing and implementation for such studios as Sucker Punch Productions, Airtight Games, Ubisoft Shanghai, Turn 10 Studios and En Masse Entertainment
- Works on location and remotely

Freelance Sound Designer

2006 - Present

- Held roles such as Audio Lead, Sound Designer, Music Composer and Audio Implementer for freelance and indie game projects.
- Developed for platforms such as: PC, UDK/UE3, Windows Phone 7, Iphone/Ipad, XBL Indie Marketplace
- View full credits at WWW.DJYaudio.COM

Big Fish Games (Seattle, WA)

October 2007 - January 2011

Quality Assurance Lead/Sound Designer:

- Created sound effects and music for in-game and promotional audio
- Designed creative scope and managed all audio for a released MMO title
- Liaison between designers and 3rd party audio production company
- Working in a Agile/SCRUM software development environment

Bungie Studios, through Excell Data Corp. (Kirkland, WA)

January - October 2007

Test Associate II:

- Carried out directed test cases promptly under deadline
- Responsibilities included carrying out all audio content test passes and general QA of all audio

EDUCATION

Full Sail University (Orlando, FL)

A.S., Recording Arts - October 2006

Highline Community College (Des Moines, WA)

A.A., Music - June 2005