

David Yingling

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SUMMARY

Experienced and passionate sound designer for games and video with a commitment to high quality, immersive audio and 5+ years experience in various genres and multiple platforms including PC, Console, Facebook, and Mobile. Proficient with all major DAWs and audio middleware, high level of technical audio implementation knowledge and a strong sense of artistic audio design.

QUALIFICATIONS

- Proficient with Pro Tools LE/HD, Nuendo, and Sound Forge audio editing software as well as most major plugins
- Well-versed in Wwise and Fmod implementation software as well as audio for UE3/UDK and Unity
- Experienced in game audio, studio recording, post production and 5.1 surround mixing methods and techniques
- Knowledgeable in Kyma sound design software and Pica hardware
- Dedicated to high quality audio and providing immersive user experiences through sound
- Avid game player in various genres and platforms
- Well organized and strong attention to detail

RELEVANT WORK EXPERIENCE

Omni Audio **February 2011 - Present**

Sound Designer/Audio Integrator:

- Duties include sound effects design, dialog editing, sound recording, audio implementation, asset management
- Worked with Wwise and Fmod in AAA production setting
- Contributed on games for PC, PS3, and XBOX 360
- On location and remote services

Freelance Sound Designer **October 2006 - Present**

- Able to take ownership of a project and deliver high quality sounds and implement immersive audio experiences
- Developed for platforms such as: PC, UDK/UE3, Windows Phone 7, Iphone/Ipad, XBL Indie Marketplace
- Able to make the best of low budgets and scarce resources

Luke Warm Media (Las Vegas, NV) **November 2009 - Present**

Lead Sound Designer:

- Created all sound effects and implementation for released FPS game for PC using Unreal Engine
- In charge of sonic vision and all audio decisions for the company
- Scripted in game audio events using Unreal's Kismet tool

Big Fish Games (Seattle, WA) **October 2007 - January 2011**

Quality Assurance Engineer/Sound Designer:

- Created sound effects and music for in-game and promotional audio
- Designed creative scope and SFX spotting for a released MMO title
- Liaison between designers and 3rd party audio 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
- Was in charge of carrying out all audio content test passes

EDUCATION

Full Sail University (Orlando, FL)
A.S., Recording Arts - October 2006

Highline Community College (Des Moines, WA)
A.A., Music - June 2005