

EGAN BUDD

814.777.0683 • Seattle, WA
eganbudd@gmail.com • existest.org/portfolio

I am a dynamic leader, sound designer, audio implementer and composer with over 10 years in professional AAA game audio experience. Skilled at developing effective solutions, I possess strong creative thinking and management skills with high energy and integrity.

SKILLS

- Expert in sound design
- Audio direction
- Composition
- Voiceover direction/coordination
- Style and design guides
- Workflow/production pipelines
- Excellent aptitude for new technologies
- Managing and directing outsourced talent.
- Expert knowledge of digital audio, DSP and DAWs
- Experience with audio implementation in WWise, FMOD, UDK, Unity and several proprietary engines
- Advanced knowledge of synthesis and sample manipulation
- Experience in mastering and recording production
- Knowledge of various game developer software such as Perforce, Hansoft, and JIRA

WORK HISTORY

Senior Sound Designer Feb 2015 – Present
Wargaming.net — Redmond, WA

Driving force behind audio systems and sound fx for military games. Implementation for sound fx, music, and voiceover in various systems both proprietary and industry-standard. Assisting with large-scale field recording sessions and small scale foley sessions.

Sound & Video Team Lead Nov 2009 – Oct 2014
Warner Brothers Interactive
Entertainment — Needham, MA

Lead of team effective at delivering on time or ahead of schedule. Assisted Director in managing video, stills and audio team to deliver in-game and marketing content. Coordinated with various outsourcers to deliver video, voice over, music and VFX assets. Insured quality of promotional screenshot department.

Provided all sound design for Lord of the Rings Online and Dungeons and Dragons Online. Created and implemented all sound assets needed for characters, interactive objects, UI, ambience/landscape, environment objects and voiceover.

Senior Sound Designer Nov 2005 – Jan 2009
Turbine Entertainment — Westwood, MA

Assisted in creation of in-game music, music systems and various sound design scripted systems including hit-matrix and footstep surface matrix. Implemented all in-game music. Managed outsourcing for game music and voice over. Designed tools and techniques using Turbine's propriety G3 engine to provide extensive immersive sound environment.

Intern Jan 2004 – Nov 2005
PMI Digital — Pittsburgh, PA

Assisted audio engineers in voiceover recording sessions, sound library management, sound design tasks, and post-production work.

Quality Assurance Associate 1999 – 2001
Cakewalk Music Systems — Cambridge, MA

Extensively tested Sonar 1.0 music sequencing software. Regressed bugs, verified fixes, confirmed hardware compatibility and performed live testing scenarios.

EDUCATION

Bachelor of Science: 2000 – 2004
Music Technology & Multimedia

Northeastern University — Boston, MA

Member of National Honors Society

CREDITS

- Streamline
- World Zombination
- Lord of the Rings Online: The Shadows of Angmar, Mines of Moria, Siege of Mirkwood, Rise of Isengard, Riders of Rohan, Helm's Deep
- Dungeons and Dragons Online: Twilight Forge, Demon Sands, Reaver's Bane, Accursed Ascension, The Thirteenth Eclipse, The Way of the Monk, Prisoners of Prophecy, Eberon Unlimited, Menace of the Underdark

AWARDS

- Warner Brothers Multidisciplinary Outreach Initiative Winner
- Golden Joystick PC Game of the Year
- GameSpy MMO of the Year
- MMORPG Best MMO of 2008
- Best MMO Expansion of 2008
- 1UP's Readers Choice
- Best Multiplayer Game
- Game Audio Network Guild Awards: Music of the Year Nominee & Best Interactive Score Nominee
- IGN Awards: Best Original Music Score Runner-Up
- Ten Ton Hammer Awards: Score and Sound of the Decade, 2000 – 2010 Runner-Up.