



STERLING MATTHEW OLIVER (HE/HIM)

SOUND DESIGNER, IMPLEMENTER, AND TESTER

✉ sterlingmoliver@gmail.com ☎ (785) 713-2670 🎧 Game Demo Reel

ABOUT ME

I'm a 25-year old sound designer, implementer, composer, actor, and tester currently based in Chicago. I have spent years working in theatre learning live sound, getting to work for notable companies such as The Second City, before realizing my true joy was in the creation & implementation of sound effects - not the sound reinforcement of live production. So I started adding video games to my repertoire, where I get to pursue that joy & work with teams to create things I'm passionate about.

SKILLS

Ableton Live	██████████
Reaper	██████████
FMOD Studio	██████████
Unity	██████████

Sound Synth	██████████
Foley	██████████
Dialogue	██████████
Keytars	████████████████████

MY CAT (EEVEE)



EXPERIENCE

Sound Designer - EDEN FALLING (Video Game)

Razor Edge Games / Remote / 2020-

Working as an independent contractor for the sound team doing extra synthesis and foley design work, in addition to voicing the male player character, for their premiere game.

This role has included learning C#, Unity, and FMod tools to produce the sound and helped me learn a good workflow for new middlewares & languages moving forward.

Sound Designer & Composer - PUFFS (Theatre)

Selma Arts Center / Selma, CA / 2020

Establishing the sonic world of a Harry Potter parody play, develop-ing Spell FX and writing Williams-inspired music to add to the comedic elements of the production.

Director & Sound Des. - STRAIGHT WHITE MEN (Theatre) Kansas State

University / Manhattan, KS / 2019

Putting together a production for presentation on the second stage season, managing all designers & actors, directing the talent of the production, and designing sound effects.

REFERENCES

Available Upon Request

EDUCATION

Kansas State University

Manhattan, KS / 2015-2020

B.S. in Theatre, Minor in Musical Theatre, Certificate in Film Studies

Marysville High School

Marysville, KS / 2011-2015