Trevor Burke

Sound Designer

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TrevorBurke.com

Goals

I'm looking for a work environment that is driven to deliver the best player experience possible. Aside from my time at Volition using technologies and software that are standard in game audio, my approach to my work prioritizes player feedback and emotional impact. Achieving that happens through purposeful sound design, multiple passes of mixing, and application of auditory contrast.

Core Skills

- Sound design
- Audio implementation through Wwise and FMOD
- Blueprint scripting in Unreal, C# programming in Unity
- REAPER power user, Pro Tools certified
- Field and studio recording (Foley booth, dialogue recording)
- Audio Repair (Izotope RX)
- Preparing files (Metadata, normalization, batch editing, etc.)
- Mixing, mastering, and asset delivery
- Mediator, team player, fast learner, good with feedback, detail oriented, motivated
- Passionate about video games

Experience

Volition Games, LLC, Champaign, IL

August 2022 – September 2023

- DLC asset creation including missions, weapons, cosmetics, and UI
- Implemented audio through proprietary engine with Wwise
- In-house training on Unreal Engine 5 with Wwise integration
- Involved in mixing sessions, foley recording, and peer review

Video Game Sound Design

- Unity with FMOD integration: https://youtu.be/cDdJXxt39Bc?si=CYKAVdFcF0k6n5K6
- Sound redesign: https://youtu.be/Rle0LgTAZ8

Education

Full Sail University, Winter Park, FL
Bachelor of Science in Recording Arts Class of October 2021

- 3.59 GPA
- 100% attendance
- Sound Design for Games – Wwise Implementation, top and tailing, using and creating sound libraries
- Advanced Audio Workstations – Advanced Pro Tools usage, extensive routing, compatibility, and external gear setup

Certifications

Unity Certified User: Programmer
Dante (Network Audio) Level 2