

Nathaniel Lyons

Sound Designer

(586)-770-4632
X97lyonsn@att.net
Lyonssounddesign.com

EDUCATION

August 2021-
Ongoing

EDUCATION

Michigan Technological University, Houghton, MI
Sound Design Major with a Minor in Media Production, GPA 3.86,
Dean's List every semester
Expected to graduate in April 2025

PROJECT EXPERIENCE

Sep 2023 -
ongoing

Husky Game Development enterprise program sound designer and VP of sound, Houghton, MI

- Created sound effects and music for 14 different games. My last semester with the enterprise I became VP of sound, meaning I got to lead the team of sound designers.

Sep 2024 -
Nov 2024

Sound designer for The Glass Menagerie at Mcardle Theater Houghton, MI

- Created the ambiances for this play and programmed them into the immersive audio system using qlab.

March 2023

Jazz Concert recording engineer at the Rozsa Center for the Performing Arts. Houghton, MI

- Recorded and mixed a jazz concert for 3 different jazz bands.

Sep 2022 -
Nov 2022

Sound Designer for Rossum's Universal Robots at Mcardle Theater, Houghton, MI

- Worked with a small team to create a mix of prerecorded sound effects and live foley work for this live radio drama.

SKILLS & ABILITIES

- DAW's. Reaper, Logic, Pro Tools, and Audacity
- Audio Middleware. Wwise and Fmod
- Game Engines. Unity and Unreal

ACCOMPLISHMENTS

- Third place at the AES student recording competition in the Sound for Visual Media category
- Eagle Scout from troop 349