

Nathaniel Lyons

(586) 770-4632
x97lyonsn@att.net
Lyonssounddesign.com

EXPERIENCE

Lytherian Games (Remote)— *Lead Sound Designer*

March 2025 - present

Managed a small team of sound designers and composers. Created effects and music for the title Seeing Red.

Velvet Ears Entertainment (Remote) — *Sound Designer*

January 2025 - present

Created sound effects for an upcoming indie animated show, Conejos

Husky Game Development (Houghton, MI) — *VP of Sound*

August 2023 - April 2025

Created the sound effects and music for 13 different games.

Rozsa Center for the Performing Arts (Houghton Michigan) — *Recording engineer*

January 2023 - April 2023

Set up, recorded and mixed 3 live jazz concerts

EDUCATION

Michigan Technological University, Houghton, MI — **Sound Design**

August 2021 - April 2025

Bachelors of arts in Sound design with a minor in Media Production

3.85 GPA, Deans list every semester

SKILLS

DAW's: Reaper, Logic pro, Pro tools and Audacity

Audio Middleware:
Wwise and Fmod

Game Engines: Unity and Unreal

General Skills:
Communications, problem solving, time management, and working with a team.

AWARDS

3rd place at the AES student sound for visual media recording competition (October 2024)

Eagle Scout (March 2021)