

QUALIFICATIONS Sound effects for AAA games: weapons, creatures, special abilities, animations, effects, ambience, cinematics, missions & others / field recording experience including gun shoots

Wwise audio implementation, system architecture & stability / Audio systems design for Red Faction: mix, music, destruction, creatures, mission scripting / Systems support: ambience & reverb, weapons, voice, effects, animations

EXPERIENCE AUDIO DESIGNER
Volition, Inc., IL / 2009 - present

LEAD / RED FACTION: ARMAGEDON

Content creation for most creatures, weapons & all special abilities / music & cinematic outsourcing director / mix / core system stability / scheduling / DLC system architecture support & content including cutscenes

SAINTS ROW: THE THIRD

Content for missions, weapons, interface, ambience, animations / world editor implementation

GUILLERMO DEL TORRO's inSANE

Preproduction audio designer

SOUND ARTIST

Freelance, CA 2008 - 2009

Music & sound design for online games, interactive media, film, & TV

SOUND DESIGNER

Big Spaceship, NY 2006-2007

Music & sound design for online games

TOOLS Wwise, Pro Tools, Max/MSP, Visual Basic, Reaper, Logic, Peak, WAVES suite, GRM Tools, Kyma, Reaktor / Sound Devices 702 & Fostex FR2-LE field recorders / ITU-1770 loudness specifications

EDUCATION NEW YORK UNIVERSITY, NY 2001-2005
B. of Music, Music Technology, cum laude

PORTFOLIO stephenhodde.com