

BILL ROUSE

GAME AUDIO DESIGN



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Summary

Award nominated sound designer with 8 years of experience and 2 shipped titles. Has DAW mastery in REAPER, FMOD and Wwise implementation, C# scripting, and Unreal Engine 4 blueprint experience with excellent team centric communication skills.

Experience

- Oct 2014 - present *B.O.O.M. - You Win* <https://kickin-rad-games.itch.io/boomyouwindemo>
- Unity engine game with FMOD Studio implementation
- Early access release June 2020
- Recorded and designed sound effects
 - Voiced the announcer
 - Mastered music composed by teammate
 - Added dynamic music that interacts with levels
 - Provided additional scripting unrelated to sound implementation
 - Nominated for Gamecon 2016 Crystal Awards for Best Music and Sound
 - Early Access release on itch.io's Bundle for Racial Justice and Equality
- Mar 2017 Shipped *Pachinko Slaughterhouse* <https://goo.gl/rXnRvb>
- Unity engine mobile game
 - First shipped on iOS and Android, September 17th, 2017
- Sept 2019 - present *Unannounced UE4 Project*

Software Experience

DAWs: Reaper, Pro Tools, Nuendo

Middleware: FMOD, Wwise

Engines: Unity, Unreal Engine 4, Clickteam Fusion, GameMaker

Education

- Graduated May 2014 **Associate of Applied Science, Raritan Valley Community College, Branchburg, NJ**
- Game Development Major
- 2020 - 2022 **School of Video Game Audio**
- Unreal Demo Reel 500
 - Wwise Demo Reel 500

References

Available upon request

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