

SARA RUNYAN

SOUND DESIGNER

CONTACT

PHONE

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EMAIL

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WEBSITE

sararunyanportfolio.wixsite.com

LOCATION

Salt Lake City, UT

KEY SKILLS

Pro Tools User Certified, Reaper

Wwise, FMOD

Unity, Unreal

Izotope RX

Jira, Trello

GitHub, Perforce

Dialog Recording, Editing

Sound Design

Game Audio Implementation

Music Recording, Mixing

AWARDS

AIAS SCHOLAR

WomenIn Scholarship Recipient
August 2022

STUDENT EXCELLENCE AWARD

UTAH VALLEY UNIVERSITY
May 2022

GOLD - DGM SHOWCASE

UTAH VALLEY UNIVERSITY
May 2022

EDUCATION

MASTER OF ENTERTAINMENT ARTS AND ENGINEERING

UNIVERSITY OF UTAH
May 2024

B.S. IN DIGITAL AUDIO

UTAH VALLEY UNIVERSITY
May 2022

WORK EXPERIENCE

AUDIO DESIGN INTERN

HIGH MOON STUDIOS
MAY 2023 - AUGUST 2023

- **Learn and develop proficiency in the Call of Duty proprietary tools** in 12 weeks
- **Create and implement original and existing sound effects** using proprietary tools
- **Work on both campaign and multiplayer** development teams for Modern Warfare 3

FREELANCE SOUND DESIGNER

DYNASTIC GAMES
AUGUST 2024 - PRESENT

- **Create and implement music and sound effects** using FMOD
- **Collaborate with the game development team** to ensure the sound aligns with the overall vision and tone of the game
- **Continuously revise and adapt** sound design based on playtesting and feedback

UNIVERSITY INSTRUCTOR

UNIVERSITY OF UTAH
JANUARY 2024 - MAY 2024

- **Create and teach a curriculum** designed to teach undergraduate students the foundations of sound design and game audio implementation
- Aid students with practical use of **Reaper and Wwise**

DATA ANNOTATION QA SPECIALIST

TESLA
JUNE 2024 - FEBRUARY 2025

- **Work with in-house tools** to label data to train the Optimus robots
- **Provide clear, professional, and constructive feedback** for labelers

PROJECTS

NAGINAMI AND THE CRIMSON THREAD

UNRELEASED PROJECT - COMING SOON TO STEAM

- **Create and implement music and sound effects** using Reaper, Cubase, FMOD, Unreal 4, and Perforce for source control

NO STRINGS ATTACHED

GRADUATE CAPSTONE - 2024

- **Create and implement music and sound effects** using Reaper, Wwise, and Unreal 5
- **Act as Audio Director** by creating and executing a sonic vision for the game