

katelyn mueller

katelynmueller.net

EXPERIENCE

Sirius XM / Pandora Media - Oakland, CA

Associate Creative Director (Audio) - 1 year (current position)

Lead Audio Producer - 1 year, 6 months

Senior Audio Producer - 2 years, 4 months

Audio Producer - 2 years, 2 months

- Oversee creative development of audio advertising, from concept & copywriting to final production
- Direct remote voice recording sessions, ensuring best performances
- Develop, write and present thought-leadership content to external clients and partners
- Strategically support pre-sale efforts by creating dynamic and compelling mock assets
- Provide creative feedback and coaching to inspire innovative ideas and career growth
- Serve as dedicated creative lead for all in-house Procter & Gamble audio production

Electronic Arts - Redwood City, CA

Audio Artist II - The Sims - 1 year, 9 months

Audio Artist I - The Sims - 2 years, 6 months

- Created sound effects assets from original foley recordings and library source
- Implemented and mixed sound effects content through the use of proprietary software
- Participated in interdisciplinary design and implementation review meetings to plan out audio solutions for in-game objects and interactions
- Laid out, edited and mixed sound effects and voice stems for use in marketing videos
- Edited thousands of voice files recorded for *The Sims* games
- Credited on *The Sims 4* (base game and ongoing DLC releases) and ten SKUs in *The Sims 3* franchise -- five as Sound Design Lead

Zynga - San Francisco, CA

Audio Designer (contract) - 3 months

- Produced original sound effects assets for a variety of Facebook games
- Tested and tuned sound in game builds
- Collaborated with producers, designers and programmers to identify audio needs and rapidly iterate on prototypes
- Credited on four games, including *Hidden Chronicles* and *Zynga Bingo*

Schell Games - Pittsburgh, PA

Sound Designer - 2 years, 2 months

- Acted as the sole sound designer at a 60-person development studio
- Regularly worked on multiple projects simultaneously, supplementing sound effects creation with dialog and field recording, foley recording/editing, audio mixing and music composition when necessary
- *Toy Story Midway Mania!* - Content updates for award-winning interactive Disney attraction
- *Sum of all Thrills* - Design-your-own thrill ride installed in Disney's Epcot Center

Electronic Arts – Redwood City, CA

Audio Intern – 4 months

- Created and edited sound effects and voice clips and assisted with voice recording sessions
- Participated in audio review sessions and played through game builds to identify audio bugs

EDUCATION

Master of Entertainment Technology

Carnegie Mellon University – Pittsburgh, PA

Bachelor of Music, Technology in Music and Related Arts

Oberlin Conservatory of Music – Oberlin, OH

AUDIO SKILLS

AVID Pro Tools

SourceConnect

iZotope RX

Logic Pro X

dearVR Pro

Unity 3D

Adobe Audition

SoundParticles

FMOD Designer

OTHER SKILLS

JIRA

Microsoft Office

Adobe Premiere Pro

Google Drive

Perforce

Dropbox

Final Cut Pro