

Brendan Wolf

Sound Designer

Walnut Creek, CA | (805) 305-0623 | bwolf@hellagoodaudio.com
[IMDb](#) | [LinkedIn](#) | [Portfolio](#)

EXPERIENCE

Sound Designer, Injected Senses Audio (2022 – Present)
San Diego, CA (Remote)

- Marvel's Midnight Suns
 - Design epic superhero ability sounds and implement using Wwise into Unreal Engine
- Fortnite
 - Design impactful sounds for pickaxe swings and impacts

Sound Designer, Hella Good Audio (2018 – Present)
Walnut Creek, CA

Freelance Sound Designer for various game and VR projects developed in Unity and Unreal Engines. **Collaborators: Meta, Baobab Studios, Pollen Music Group, Strawberry Hill Music, UC Santa Cruz and other indies**

- **Audio Systems Design:** Create dynamic audio systems using game engines (Unity / Unreal) and audio middleware (FMOD / Wwise). E.g. – PlayerHandMovement as a parameter tied to pitch, volume, and filter values
- **Interactive Music:** Contribute original music for a mobile game (Art, Inc.) and Netflix show (Trash Truck)
- **Sound Design:** Field record (Zoom F6), clean (RX), and edit (Pro Tools / Reaper) audio assets for custom sound libraries. Design unique gun (Weaponizer), Foley (Reformer Pro), monster / character vocalizations (Dehumanizer), and ambiences (Boom Library)
- **Wwise Implementation:** Script dynamic footstep, music, and reverb systems using Blueprints in Unreal. E.g. – Draw a raycast (LineTraceByChannel) to determine the Physical Material beneath the player to Play a Switch Container for Grass, Stone, and Wood surfaces

Audio Implementer, Pollen Music Group (2020 – 2021)
San Francisco, CA

- Implement and mix over 400 audio assets into two interactive VR animated shorts on the Meta Quest: Baba Yaga and Invasion! Anniversary Edition
- **Baba Yaga has been nominated for an Annie Award, won a MPSE Golden Reel Award and three Daytime Emmy Awards!**

AWARDS

Baba Yaga (2021)
[MPSE Golden Reel Award](#)
[Daytime Emmy® Award](#)

CntIShift (2018)
[GDC Innovation Award](#)

SPEAKER

GameSoundCon (2021)

ASSOCIATIONS

GANG (2020 – Present)
GDC Conference Associate (2022)

CERTIFICATIONS

[Audiokinetic Wwise](#)
101, 201, 251, 301
[Avid Pro Tools](#)

EDUCATION

MFA, Music Production & Sound Design for Visual Media (2018)
Academy of Art University, San Francisco, CA - 3.74 CGPA

BA, Sociology (2008)
University of California, Santa Barbara, CA - 3.44 CGPA

PLUG-INS

FabFilter, iZotope RX, Kilohearts
Krotos, Soundtoys, Waves

SCRIPTING

Blueprint (Unreal), C# (Unity),
Lua (ReaScript)

SOFTWARE

FMOD, Logic Pro X, Microsoft 365,
Nuendo, Premiere, Pro Tools,
Reaper, Unity, Unreal, Soundminer,
Soundly, Sound Forge, Wwise