

# Brendan Wolf

## Sound Designer

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

### EXPERIENCE

**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!**

**Audio Engineer**, Pollen Audio Group (2018 – 2020)  
Menlo Park, CA

- Develop spatial audio UX prototype in Unity for the Meta Quest to benchmark feeling of social presence in VR
- **Research led to successful launch of the 1<sup>st</sup> and 2<sup>nd</sup> Generation Portal, Portal+ and Portal TV smart speakers**

### AWARDS

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

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

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### SPEAKER

GameSoundCon (2021)

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### ASSOCIATIONS

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

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### CERTIFICATIONS

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

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### 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

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### PLUG-INS

FabFilter, iZotope RX, Kilohearts  
Krotos, Soundtoys, Waves

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### SCRIPTING

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

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### SOFTWARE

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