Kevin Greenlee

Composer | Sound Designer | Game Audio

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Skills

- **Sound Design** - Creating, editing, processing sound effects. From foley to modulating synthetic sounds.
- **Sound Implementation** - Unity audio tools/Wwise/FMod. Dialogue, adaptive music, location based atmospheres/ambiences, sound states, triggers, etc.
- **Composition/Production** - In-game music, adaptive music, ambiance, cutscenes, trailers, and stingers.
- **Sound Hardware -** Instrumental Recording, Live PA Consoles/Systems, and Foley Recording.
- **Software Experience** - FLStudio, Cubase, Audition, RX8, Wwise, FMOD, JIRA, Unity, GIT, and AGILE Development.

Experience

CodeHatch Corp.

Composer / Sound Designer / Audio Lead | Edmonton, AB | May 2014 - October 2018

Responsible for creating/composing/producing 3 complete soundtracks and over 2000+ unique sound effects completed within schedule constraints. Implementing sound effects into the game engines library and assigning them accordingly in Unity. Sounds ranged from footsteps, gunshots, material impacts, level-ups, atmospheres, etc. During the transition between large tasks, I was responsible for Quality Assurance testing of the project/game for bugs, glitches, crashes, errors and overall audio quality assessment.

Projects: HEAT (2019), Reign of Kings (2016), StarForge (2014)

Accomplishments

- Creating original sounds for sounds that didn't exist in sound libraries.
- Managing and assigning tasks for myself and programmers for additional implementation.
- Responsible for game/projects audio direction and quality.

Kevin Greenlee Audio

Freelance Composer / Sound Designer | Huntsville, Alabama | February 2010 - Present

Worked on over 16 games of different genres. Complete soundtracks, voiceover editing, realistic reloading sounds, explosions, monsters, large moving mechanical objects, item pickups, musical stingers, and technical sound design. Every project consisted of myself writing an audio design document with references, key words, mood boards/art, literature, music/atmospheres and explanations. Projects have been released on Steam, Playstation, Switch, and Mobile.

Notable Projects: Life Goes On: Done to Death, Nelo, GRIP, Vesteria

Live Sound Technician, *April 2009 - August 2013*

Responsible for monitoring audio levels, queuing sounds/music and setting up equipment for live events ranging from church productions to live shows and bands. Experience with mixers, amplifiers, compressors, and other audio hardware.

Education

- Wwise Certification 101, 201, 251 - Fundamentals, Adaptive Music, and Optimization
- High School Diploma with 'Technical Excellence', (2012) - Arab High School