



# SHANE PETERSON

## SOUND DESIGNER

(256) 975-9629 | swpeterson304@gmail.com | [www.spetersonaudio.com](http://www.spetersonaudio.com)

### SKILLS/PROGRAMS

Sound Effects Editing  
Dialogue Recording and Editing  
Music Mixing and Mastering  
Location/Field Recording  
Game Audio Implementation  
Postproduction Audio

ADR  
Foley  
Live Music Mixing  
Wwise  
Avid Pro Tools  
Unreal Engine

Avid S6  
Behringer X32  
Izotope RX Suite  
Perforce  
Dolby Atmos Mixing  
Adobe Suite

### EDUCATION/CERTIFICATES

Savannah College of Art and Design

June 2022

Bachelor of Fine Arts (BFA) in Sound Design, Cum Laude

Savannah, GA

Audiokinetic Wwise 101 + 110 Certified

May 2022

### SELECTED WORKS

#### **Supervising Sound Editor** - Adelina

Apr. 2022 – Aug. 2022

*Oversaw a post-production sound team of 4 people responsible for dialogue editing, ADR, sound effects, and mixing to deliver a film that was selected for The Poppy Jasper International Film Festival.*

- Worked closely with the director to organize and communicate the project's vision effectively to the team.
- Delegated tasks between team members to create deliverables and make sure they were fit for contributing to the audio narrative of the film.
- Aided both as supervisor and assisted with mixing dialogue, effects, and music in stereo.

#### **Lead Sound Designer** - Godslayer

Jan. 2021 – June 2021

*Displayed high level of competence in creative and technical game sound design, with the ability to communicate comfortably across all sub-disciplines of game development.*

- Practiced creating and implementing quality custom weapon, spell, player, and creature sound effects using Unreal 4.
- Worked alongside design, art, and code teams using Perforce to access assets and implement audio.
- Organized/attended regular reviews with the development team and provided valuable feedback by identifying challenges or opportunities for betterment, optimization, and refinement of current/new sound design.

#### **Sound Designer** - The House Where They Dwell

Feb. 2021 – May 2021

*Served as a Sound Designer for Half Brain Games on a team of four, primarily focused on creating horror and creature sound effects in Pro Tools.*

- Delivered assets in a timely manner and kept constant communication with the team.
- Crafted a unique audio experience by creating custom sound effects to accompany the game's creatures and items.
- Released a finished product on Steam and Itch.io, which has been added to over 2,000 Steam libraries.

#### **Production and Post Sound** - Pigman

Feb. 2021 – May 2021

*Delivered clear sounding dialogue for a student film by recording all production audio using a 4-channel mixer, a boom and lavalier microphones, and editing dialogue using Pro Tools and Izotope RX.*

- Regularly communicated with director and crew to make sure audio from each take was as clear as possible.
- Administered, facilitated, and recorded ADR during postproduction to aid in the film's narrative.
- Cleaned ambient noise and dialogue to create a clear soundtrack.