

Michael Cullen

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Lead Sound Designer

Sound Designer with 10 years of experience designing immersive audio for video games, films, and VR experiences. Expert in audio pipeline – recording, editing, implementing, mixing – and audio technology to deliver award-winning sound design.

Professional Experience

Zynga

San Diego, CA
2018 – Present

Principal Sound Designer

- Providing audio direction for multiple mobile games:
 - Harry Potter: Puzzles & Spells.
 - Unannounced Game.
 - Willy Wonka's World of Candy Match 3.
 - Wizard of Oz: Magic Match 3.
- Oversee all aspects of audio for the games: concept, creation, implementation, and mix.
- Implement audio in Unity using proprietary audio engine and custom C# scripts.
- Collaborate with Marketing and Licensing departments to ensure cohesive sonic brand.
- Define audio budgets and forecast future audio needs.
- 2019 GANG Audio Award Finalist.

Moonwalk Audio

San Francisco, CA
2017 – 2018

Audio Implementer

- Implement and organize audio assets for Pocket Gems' Wild Beyond mobile game.
- Collaborate with Design and Engineering teams to improve proprietary audio engine.

Somatone Interactive

Emeryville, CA
2016 – 2017

Technical Sound Designer

- Design sound effects and implement assets for mobile, VR, PC, arcade, and indie games.
- Coordinate, record, edit, and master English and foreign language voiceover dialogue.
- Implement audio into various game engines and middleware software.
- Project manage and prioritize tasks for in-house sound designers, composers, and interns.
- Notable clients: Warner Brothers, GREE, Gameloft, JamCity, Linden Labs, Frima, PlayQ
Super Evil Megacorp, Peak, Huuuge, Pocket Gems, Pop-A-Shot

Freelance

Sound Designer and Video Editor

California
2011 – Present

- Recorded, edited, and mixed over 100 films, video games, and music projects.
- Write, record, and produce videos for two personal YouTube channels. Over 600K total views.

Education

Chapman University, Dodge College of Film & Media Arts
Bachelor of Fine Arts, Film Production

Orange, CA

- Sound Design emphasis with Vocal Performance Music Minor. Magna cum laude.

Technical Skills

Avid Pro Tools, Wwise, FMOD, Reaper, Elias, Soundminer, Amadeus, REV, iZotope RX, Waves, VST
Adobe Creative Suite, Unity, Lumberyard, Perforce, Git, C#, Python, MonoDevelop, Maya, JIRA, Slack