

Michael Cullen

michael@mcullen.me | mcullen.me | [LinkedIn](#) | [IMDb](#) | San Diego, CA 92103

Senior Sound Designer

Sound Designer with 9 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

Senior Sound Designer – Zynga | San Diego, CA (2018–Present)

- Providing audio direction for multiple mobile games:
 - Harry Potter Match 3.
 - Willy Wonka's World of Candy Match 3.
 - Wizard of Oz Magic Match 3.
- Manage all aspects of audio for the games: concept, creation, implementation, and mix.
- Create audio specs for team of sound designers and composers to follow.
- Implement audio in Unity using proprietary audio engine and custom C# scripts.
- 2019 GANG Audio Award Finalist.

Audio Implementer – Moonwalk Audio | San Francisco, CA (2017–2018)

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

Technical Sound Designer – Somatone Interactive | Emeryville, CA (2016–2017)

- 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

Sound Designer, Implementer, and Video Editor – UC Irvine | Irvine, CA (2015–2016)

- Sound design and implement audio in Unity for multiple Oculus video games.
- Record and edit gameplay footage for marketing purposes.

Freelance Sound Designer and Video Editor | California (2011–Present)

- Recorded, edited, and mixed over 100 films, video games, and music projects.
- Craft and produce videos for two personal YouTube channels. Over 450K total views.

Education

Bachelor of Fine Arts, Film Production – Chapman University | 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