

# Michael Cullen

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## Technical Sound Designer

Sound Designer with 7 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

#### 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.
- Support and upgrade studio's computers, website, network, VR setups, and VO booth.
- Project manage and prioritize tasks for in-house sound designers, composers, and interns.
- Interface with clients, define project scope, and realize project deadlines.
- Notable clients: Warner Brothers, GREE, Gameloft, JamCity, Linden Labs, Frima, PlayQ  
Super Evil Megacorp, Peak, Huuuge, PocketGems, Pop-A-Shot

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

- Recorded, edited, and mixed over 80 films, video games, and music projects.
  - BAFTA Student Film Awards – 2017 nominee.
  - Student Academy Awards – 2016 and 2015 finalist.
  - Cinema Audio Society – 2014 Student Recognition Award Finalist (top 5).
- Craft and produce videos for two personal YouTube channels. Over 180K total views.
  - Produced “A Day At: Video Travel Series” filmed in 12 countries.
  - Developing “Post Film Sound Workflow” tutorial series.

#### 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.

#### Post Sound Intern – Television Academy Foundation (NBCUniversal) | Studio City, CA (2015)

- Sound designed and mixed hour-long TV episode at NBCUniversal StudioPost.
- Shadowed Universal sound designers, foley, ADR, M+E, re-recording mixers.

#### Co-Founder, Web Designer, and DJ – San Diego DJs Productions | San Diego, CA (2008–2012)

- Successfully managed profitable DJing company for over 100 events.

### 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