

Drew Becker

Sound Designer

Audio Engineer

drew@beckersound.com

beckersound.com

+1 6366345414

Game Audio

<i>A Hero's Call</i> Out of Sight Games ○ Turn-based RPG for PC aimed at visually-impaired players	2015 - present	<ul style="list-style-type: none"> ● Sound Designer ● Audio Director ● Audio Implementer (FMOD)
<i>Echoes of the Fey: The Fox's Trail</i> Woodsy Studio ○ Visual novel for desktop and mobile	2015	<ul style="list-style-type: none"> ● Sound Designer
<i>Serafina's Crown</i> Woodsy Studio ○ Visual novel for desktop and mobile	2015	<ul style="list-style-type: none"> ● Sound Designer ● Dialogue Recordist/Editor ● VO Artist
<i>Dark Places</i> ○ An "audio-only" game experience that takes place in complete darkness	2014 - 2015	<ul style="list-style-type: none"> ● Sound Designer ● Audio Implementer (Wwise) ● Composer ● Game Designer (Unity) ● Programmer ● VO artist

Audio Production (other highlights)

<i>Aztec Revenge</i> ○ Feature-length film	2013	<ul style="list-style-type: none"> ● Sound Designer ● Dialogue Editor ● Overall Mixer
<i>I Will Bless and Sing</i> Music Ministries of Sts. Joachim and Ann Catholic Parish ○ Full-length album with several choirs and ensembles	2013	<ul style="list-style-type: none"> ● Recording Engineer ● Mixer ● Musician
<i>St. Louis on the Air</i> St. Louis Public Radio KWMU 90.7FM ○ Live talk show on NPR-affiliated station	2013	<ul style="list-style-type: none"> ● Live Engineer ● Post Production Editor
<i>The Fantastiks</i> Insight Theatre Company ○ Live musical theatre	2015	<ul style="list-style-type: none"> ● Sound Designer and audio engineer

Education

Webster University	2009 - 2013	<ul style="list-style-type: none"> • B.A. in Audio Production • Minor in Music and Japanese Language • 3.98 Cumulative GPA, Dean's List, Suma Cum Laude
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Skill Sets

Game audio specific	<ul style="list-style-type: none"> • Experience working in both FMOD Studio and Wwise • Surface level programming ability with experience scripting in C# • Working knowledge of interactive and dynamic audio
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General Audio	<ul style="list-style-type: none"> • Experience with many DAW's including Pro Tools, Nuendo, Reaper, Adobe Audition • Equipment experience includes having worked with several studio- and portable-scale consoles (SSL, Midas, Euphonix), a large variety of microphones, and portable recorders • Thorough understanding of analog and digital signal flow • Practical experience and understanding of MIDI
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Music	<ul style="list-style-type: none"> • Understanding of music theory and composition • Experience as a performing percussionist and drummer for 12+ years
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Other	<ul style="list-style-type: none"> • Game design understanding with experience developing in Unity • Mac and PC proficient • Ability to lead a team • Strong desire to create new, incredible, and interactive experiences
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Employment

Avisys Inc.	Seattle, WA	2016 - present	<ul style="list-style-type: none"> • AV Tech III
J & M Management Services	Wentzville, MO	2015	<ul style="list-style-type: none"> • General Clerk/Elligibility Support Worker
Insight Theatre Company	Webster Groves, MO	2015	<ul style="list-style-type: none"> • Sound Designer • Audio Engineer
Slackers CD's and Games	St. Peters, MO	2008 - 2015	<ul style="list-style-type: none"> • Team Leader • Retail store management
City of Lake St. Louis	Lake St. Louis, MO	2014	<ul style="list-style-type: none"> • Seasonal Parks and Horticulture Assistant
St. Louis Public Radio	St. Louis, MO	2013	<ul style="list-style-type: none"> • Production Intern