

## Drew Becker

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**Sound Designer**

**Audio Engineer**

**Audio Implementer**

### Game Audio

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<b><i>Dark Places</i></b>	2014 - present	<ul style="list-style-type: none"> <li>• Sound Designer</li> <li>• Audio Implementer (Wwise)</li> <li>• Composer</li> <li>• Game Designer (Unity)</li> <li>• Programmer</li> <li>• VO artist</li> </ul>
<ul style="list-style-type: none"> <li>○ An "audio-only" game experience that takes place in complete darkness</li> <li>○ Developed for desktop PC and tablet devices</li> <li>○ <a href="http://beckersound.com/games/dark-places">http://beckersound.com/games/dark-places</a></li> </ul>		
<b><i>Double Barrelled: Blake Killem vs. Mars</i></b>	2014 - present	<ul style="list-style-type: none"> <li>• Sound Designer</li> <li>• Dialogue Editor</li> </ul>
<ul style="list-style-type: none"> <li>○ deVoid Studios</li> <li>○ Side-scrolling scifi shooter for PC</li> </ul>		
<b><i>Serafina's Crown</i></b>	2015	<ul style="list-style-type: none"> <li>• Sound Designer</li> <li>• Dialogue Editor</li> <li>• VO artist</li> </ul>
<ul style="list-style-type: none"> <li>○ Woodsy Studio</li> <li>○ Visual Novel for PC and Android</li> <li>○ <a href="http://beckersound.com/games/serafinas-crown">http://beckersound.com/games/serafinas-crown</a></li> </ul>		
<b><i>A Hero's Call</i></b>	2015 - present	<ul style="list-style-type: none"> <li>• Sound Designer</li> </ul>
<ul style="list-style-type: none"> <li>○ Turn-based RPG for PC aimed at visually-impaired players</li> </ul>		
<b><i>Simple Planes</i></b>	2015	<ul style="list-style-type: none"> <li>• Sound Designer</li> </ul>
<ul style="list-style-type: none"> <li>○ Plane builder/simulator for PC, Mac, and iOS</li> </ul>		
<b><i>Derailed</i></b>	2015 - present	<ul style="list-style-type: none"> <li>•</li> <li>• Sound Designer</li> <li>• Audio Implementer (Wwise)</li> </ul>
<ul style="list-style-type: none"> <li>○ Narrative-driven adventure game for desktop and mobile platforms</li> <li>○ <a href="http://beckersound.com/games/derailed">http://beckersound.com/games/derailed</a></li> </ul>		

### Audio Production (other highlights)

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

## Education

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

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Game audio specific > > >	<ul style="list-style-type: none"> <li>• Experience working in both FMOD Studio and Wwise</li> <li>• Surface level programming ability with experience scripting in C# and Javascript</li> <li>• Working knowledge of interactive and dynamic audio</li> </ul>
General Audio > > > > > >	<ul style="list-style-type: none"> <li>• Experience with many DAW's including Pro Tools, Nuendo, Reaper, Adobe Audition</li> <li>• Equipment experience includes having worked with several studio- and portable-scale consoles (SSL, Midas, Euphonix), a large variety of microphones, and portable recorders</li> <li>• Thorough understanding of analog and digital signal flow</li> <li>• Practical experience and understanding of MIDI</li> </ul>
Music >	<ul style="list-style-type: none"> <li>• Understanding of music theory and composition</li> <li>• Experience as a performing percussionist and drummer for 10+ years</li> </ul>
Other > > >	<ul style="list-style-type: none"> <li>• Game design understanding with experience developing in Unity, Unreal, and other game engines</li> <li>• Mac and PC proficient</li> <li>• Ability to lead a team</li> <li>• Strong desire to create new, incredible, and interactive experiences</li> </ul>

## Employment

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Slackers CD's and Games	2300 Mid Rivers Mall Dr. St. Peters, MO 63376 636-397-0897	2008 - 2015	<ul style="list-style-type: none"> <li>• Team Leader</li> <li>• Retail store management</li> </ul>
City of Lake St. Louis	200 Civic Center Dr. Lake St. Louis, MO 63367 636-625-1200	2014	<ul style="list-style-type: none"> <li>• Seasonal Parks and Horticulture Assistant</li> </ul>
St. Louis Public Radio	3651 Olive St. St. Louis, MO 63108 314-516-5968	2013	<ul style="list-style-type: none"> <li>• Production Intern</li> </ul>