

Drew Becker

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Sound Designer

Audio Engineer

Game Audio

<p><i>A Hero's Call</i> Out of Sight Games</p> <ul style="list-style-type: none"> ○ 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)
<p><i>Echoes of the Fey: The Fox's Trail</i> Woodsy Studio</p> <ul style="list-style-type: none"> ○ Visual novel for desktop and mobile 	2015	<ul style="list-style-type: none"> • Sound Designer
<p><i>Serafina's Crown</i> Woodsy Studio</p> <ul style="list-style-type: none"> ○ Visual novel for desktop and mobile 	2014	<ul style="list-style-type: none"> • Sound Designer • Dialogue Recordist/Editor • VO Artist
<p><i>Dark Places</i></p> <ul style="list-style-type: none"> ○ 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)

<p><i>Aztec Revenge</i></p> <ul style="list-style-type: none"> ○ Feature-length film 	2013	<ul style="list-style-type: none"> • Sound Designer • Dialogue Editor • Overall Mixer
<p><i>I Will Bless and Sing</i> Music Ministries of Sts. Joachim and Ann Catholic Parish</p> <ul style="list-style-type: none"> ○ Full-length album with several choirs and ensembles 	2013	<ul style="list-style-type: none"> • Recording Engineer • Mixer • Musician
<p><i>St. Louis on the Air</i> St. Louis Public Radio KWMU 90.7FM</p> <ul style="list-style-type: none"> ○ Live talk show on NPR-affiliated station 	2013	<ul style="list-style-type: none"> • Live Engineer • Post Production Editor
<p><i>The Fantastiks</i> Insight Theatre Company</p> <ul style="list-style-type: none"> ○ 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, Summa 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
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
Music >	<ul style="list-style-type: none"> • Understanding of music theory and composition • Experience as a performing percussionist and drummer for 12+ years
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

Employment

TEKsystems (for Expedia, Inc.)	Bellevue, WA	2017 - present	<ul style="list-style-type: none"> • Systems Engineer I
Avisys Inc. (for Amazon Corporate)	Seattle, WA	2016 - 2017	<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