

Kevin Greenlee

Sound Designer | Audio Engineer | Game Audio | Multimedia | Web

Huntsville, Alabama • kevin@kevintg.com • www.kevintg.com

Skills

- **Sound Design** - Creating, editing, processing sound effects. From foley to modulating synthetic sounds.
- **Composition/Production** - Music composition and Audio Post Production (Mixing and Mastering).
- **Technical Sound** - Unity/Unreal audio tools/Wwise/FMod. Dialogue, adaptive music, location based atmospheres/ambiences, sound states, triggers, etc.
- **Sound Hardware** - Instrumental Recording, Live PA Consoles/Systems, and Foley Recording.
- **Software Experience** - FLStudio, Cubase, Audition, RX8, Wwise, FMod, Wwise, JIRA, Unity, GIT, and SVN
- **Front End Web Development and Design** - Experience working with HTML, .CSS with understanding of PHP and JS languages and Bootstrap 5.
- **Marketing and Design** - Product photography and Logo design. Product web banners and marketing emails.

Experience

Instinct Games

Sound Designer / Audio Lead | November 2020 - Present

- Creating unique sound effects and implementing them into the Unreal engine including creating sound cues and mixing. Weapons used a layered sound system based on gun mechanics, fire, atmospheric tails, reloads, running foley. Project information will be updated as the project continues.

RapidCommerce, Inc.

E-Commerce Manager / Front End Web Developer | Huntsville, AL | December 2018 - Present

Marketing and Design

- Responsible for staging, posing, taking photos and editing of all custom product images for product listings and blog posts
- Creating and designing custom email newsletters for email marketing through Constant Contact
- Designed all company logos and front facing designs of the businesses
- Designing and printing custom inserts and stickers for customer orders
- Responsible for creating and designing main company website with HTML/CSS/JS with Bootstrap 5
- Creating and listing products on eCommerce Platforms with custom excel spreadsheet tools
- Creating and listing products with custom HTML template on eBay with top selling product results

Order Fulfillment

- Responsible for overlooking the operation process and improving quality, productivity, and efficiency with 99% fulfillment accuracy
- Managing and reporting of inventory quantity
- Accepting freight shipments and checking for damages and invoice accuracy on products
- Physically active in a fast paced work environment and being able to manage many different tasks at once

CodeHatch Corp.

Composer / Sound Designer / Audio Lead | Edmonton, AB | May 2014 - October 2018

- Responsible for creating/composing/producing 3 complete soundtracks and over 2000+ unique sound effects completed within schedule constraints.

- Implementing sound effects into the game engines library and assigning them accordingly in Unity.
- Sounds ranged from footsteps, gunshots, material impacts, level-ups, atmospheres, etc.
- During the transition between large tasks, I was responsible for Quality Assurance testing of the project/game for bugs, glitches, crashes, errors and overall audio quality assessment.

Projects: HEAT (2019), Reign of Kings (2016), StarForge (2014)

Accomplishments

- Creating original sounds for sounds that didn't exist in sound libraries.
- Managing and assigning tasks for myself and programmers for additional implementation.
- Responsible for game/projects audio direction and quality.

Projects: HEAT (2019), Reign of Kings (2016), StarForge (2014)

Kevin Greenlee Audio

Freelance Composer / Sound Designer | Huntsville, AL | February 2010 - Present

Worked on over 20 games of many different genres.

• **Sound Design** - Creating, editing, processing sound effects. From foley to modulating synthetic sounds. Sound editing, realistic reloading sounds, explosions, monsters, large moving mechanical objects, item pickups, musical stingers, etc.

• **Sound Implementation** - Unity and Unreal audio tools/Wwise/FMod. Dialogue, adaptive music, location based atmospheres/ambiences, sound states, triggers, etc.

• **Composition/Production** - In-game music, adaptive music, ambiance, cutscenes, trailers, and stingers, complete game soundtracks.

• **Sound Hardware** - Instrumental Recording, Live PA Consoles/Systems, and Foley Recording.

• **Software Experience** - FLStudio, Cubase, Protools, Reaper, Audition, iZotope RX, FMOD, Wwise, JIRA, Unity, Unreal, GIT, and AGILE Development.

Every project consisted of myself writing an audio design document with references, key words, mood boards/art, literature, music/atmospheres and explanations.

Projects have been released on Steam, Playstation, Switch, and Mobile.

Live Sound Technician

April 2009 - August 2013

Responsible for monitoring audio levels, queuing sounds/music and setting up equipment for live events ranging from church productions to live shows and bands. Experience with mixers, amplifiers, compressors, and other audio hardware.

Education

- Wwise Certification 101, 201, 251 - Fundamentals, Adaptive Music, and Optimization
- High School Diploma with 'Technical Excellence', (2012)