

Craig Deskins

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Demo Reel: http://craigdeskins.com/?portfolio_item=sound-design-demo-reel-2013

Website: <http://craigdeskins.com>

SUMMARY: I'm a balanced sound designer with experience in almost all aspects of audio production and post-production. I have worked in leadership positions in the video game industry, and I also have technical experience programming and developing audio applications. Proficient in Pro Tools, Logic Pro, Wwise, Fmod, Max/MSP, MS Office

EDUCATION: Vancouver Film School
Sound Design for Visual Media, August 2013

Columbia College
B.A. Interactive Arts and Media, May 2011
Specialization in Game Sound Design

RELEVANT EXPERIENCE:

Sound Designer

Cryptozoic Entertainment (Nov. 2013 – Current); Lake Forest, CA

- Collaborated with creative leads on audio direction.
- Coordinated and designed the audio-pipeline.
- Designed and edited sound effects for a AAA game production.
- Managed extensive audio databases.
- Implemented audio assets and designed interactive audio systems in Unity.
- Directed and engineered voice over sessions.
- Mixed the game following the IESD recommended standard.

Audio Technician

Source Elements (Apr. 2012 – October 2013); Chicago, IL

- Configured audio hardware and software for numerous audio systems including Pro Tools, Logic Pro, Cubase and Reaper.
- Invented and constructed an innovative new audio-video sync application in Max/MSP that utilizes Rewire.
- Solved customers' audio hardware and software difficulties.
- Learned valuable knowledge of audio systems and signal flow.
- Counseled actors and audio professionals around the world.

Sound Designer (contract)

Art Works For Change (May 2012 – Jan. 2013); Chicago, IL

- Designed, edited and mixed all audio assets for the game BioHarmonious.
- Composed original interactive music.
- Prototyped audio designs in Max/MSP.
- Managed and maintained audio databases with Microsoft Excel.
- Collaborated and communicated with the team on audio design features.
- Implemented audio using the Wwise-Unity Integration Plug-In.

**COMPUTER
SKILLS:**

Software

ProTools HD 10
Wwise
FMOD
Native Instruments Komplete 8
Python
Max/MSP
Pure Data
GRM tools plug-ins
Sound Toys plug-ins
Fab Filter plug-ins
Waves Complete 7
Perforce
TortoiseSVN

Hardware

ProTools HD 9.0 w/ Avid Icon in theatre, 5.1 surround mix set up
ProTools HD 9.0 w/ Control 24
ProTools TDM Rack
Kyma (Pacarana)

Skills

Foley (performance, recording, editing)
Sound Editing/Design (all elements)
Signal Flow
Mixing
Location Recording
Dialog Recording
Programming
Team Leadership
Creature Design
Organization