

# Bryson Choy

## Sound Designer

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## SUMMARY

I am dedicated and passionate about audio for both linear and interactive content. I have worked with various studios and indie developers in helping to create high quality audio content. Looking to challenge myself while also applying my skills to help the company needs.

## EXPERIENCE

### Freelance Video Games

#### Company Name

📅 2022 - Present 📍 Location

- [The Crossing](#) (Itch.io) - Sound design and audio implementation (Unreal Engine)
- [Clash Of Cyborgs](#) (Itch.io) - Sound design
- Starlite Racing (Mediaworks) - Sound design, audio implementation, and dialogue editor (Unreal Engine)
- [Sentience](#) (Itch.io) - Sound design
- [Sabotage](#) (Itch.io) - Sound design

### Sound Designer/ Post Mixer

#### MediaWorks

📅 2021 📍 San Jose, CA

- Moonshot Pirates: Coordinated with a media production team to help create and produce the sound designs for their media advertisement.
- Fitness SF: Worked on post mix and sound designed for the company logo.
- Recorded and mixed audio content such as dialogue and sound effects to clients satisfaction for sonic branding and commercials.

### Live Audio Engineer

#### Skyline Studios

📅 2023 - Present 📍 San Jose, CA

- Overseeing the live audio for various clients in making sure the quality of audio is audible and satisfactory.
- Communicating with the media production members to bring high quality audio to online streaming.
- Working with a sound board to help implement sound cues with specific actions during live performances.

### Intern

#### Burgundy Suite

📅 2022 📍 San Jose, CA

- Editor for film and sound using Pro Tools and Adobe Premiere.
- Mixing and mastering audio to help bring content to industry standards.
- Organizing and scheduling to help studio stay organized and up to date.

## PROFESSIONAL SKILLS

Ableton

Wwise

Avid Pro Tools

Reaper

Unreal Engine

Logic

Adobe Premiere

Dante

Python

## SOFT SKILLS

Teamwork

Adaptive

Easy-Going

Willingness to Learn

Motivated

Creative

## EDUCATION

### Bachelor of Science in Digital Audio

#### University of Silicon Valley

📅 2019 - 2023 📍 San Jose, CA

- B.S. in audio digital technology, with focus on sound design and post audio

### Associates in Business Management

#### San Francisco State University

📅 2017 - 2019 📍 San Francisco, CA