

# SOUND DESIGNER

- Strong background in sound design, implementation, and team work -

- Nominated for 3 New England Emmy's for outstanding achievement in audio (2007, 2008, 2009).
- Over 7 years of AAA title experience, which includes 3 MMO's
- Development experience on PS4, Xbox One, PC, PS3, Xbox, and iOS/Android

*"Bill has the knowledge and skills to earn him a place on any audio team in the business--period. What makes him indispensable though, is his ability to handle pressure situations and difficult assignments with a calm, confident, 'let's get to it!' attitude. And in game audio where deadlines are tight, Bill's knowledge and maturity shine even brighter"*

*Jeff Wesevich, Audio Programmer, 38 Studios*

## Professional History

Zenimax Online Studios, Hunt Valley, MD

2/2013 – Present

Sound Designer – Elder Scrolls Online

Create a wide variety of assets for The Elder Scrolls Online including, Player Abilities, Ambiance, World Effects, Animated Fixtures, Mounts, Monster VO/Abilities and VO editing. Work with different teams on different aspects of the game which include all of the above. Own certain aspects including dungeon and post launch zones.

- Mixed Elder Scrolls Online in 5.1 surround
- Mixed all of combat in order to maintain a clean sound during big fights
- Sound owner for both Dungeons and post launch DLC zones
- Optimized audio performance
- Create runtime DSP in Wwise for various creatures
- Collaborate with other departments on a daily basis
- Sound Design and Mix marketing videos
- Work with other studios in the Zenimax family on various projects

38 Studios, Providence, RI

9/2011 – 5/2012

Sound Designer – "Project Copernicus"

In charge of creating all assets for combat. Included melee and ranged weapons as well as player and NPC abilities. Implemented assets into Wwise and Unreal. Worked closely with the audio programmer to debug issues, and come up with implementation solutions. Created monster VO for various grunts. Edited and mastered dialogue.

- Reworked the combat audio system/pipeline, which allowed for better system performance ( CPU and memory ), while maintaining a high level of quality and efficient work flow.
- Proactive in working with other departments to ensure positive communication.
- Created a new pipeline with the NPC ability team which allowed for a faster turn around on assets, and a better cohesiveness between all creatures in the game.

## Audio Skills:

- Sound Design
- Expert in Wwise
- VO Direction and Processing
- Mixing
- Surround Mixing
- Mastering
- Foley
- Implementation/Integration

## Titles:

- **Fallout 4** (PC, PS4, XB1)  
Bethesda Game Studios  
(Sound Designer)
- **Elder Scrolls Legends** (iOS)  
Bethesda Game Studios  
(Sound Designer)
- **Elder Scrolls Online** (PC, PS4, XB1)  
Zenimax Online Studios  
(Sound Designer)
- **Project Copernicus** (PC)  
38 Studios  
(Sound Designer)
- **Dungeons and Dragons** (PC)  
Turbine, Inc  
(VO Director/Assoc Producer)
- **Power Gig** (PS3/360)  
Seven45 Studios  
(Sound Designer/Composer)
- **Soulo** (iOS)  
Seven45 Studios  
(Sound Designer/Mixer)
- **HealMe!** (iOS/Android)  
Metaversal Studios  
(Contract Sound Designer/Composer)
- **Rushmore** (PC)  
Muzzy Lane Software  
(Contract VO Director)
- **Disney Spotlight** (iOS)  
Seven45 Studios  
(Sound Designer/Mixer)
- **League of Legends** (PC)  
Riot Games  
(Contract Assoc. Music Producer)





Seven45 Studios, Boston, MA

5/2009 – 9/2011

*Sound Designer/Composer; Power Gig (360/PS3; October 2010)*

*Sound Designer/Composer; BeatPop (iDevices; March 2011 )*

*Sound Designer/Mixer; Soulo (iDevices; October 2011 )*

*Sound Designer/Mixer; Soulo (iDevices; October 2011 )*

Created UI, Ambiance and Ability SFX. Composed in-game and promotional music. Directed VO sessions for in-game FMVs. Mixed licensed music from bands like Eric Clapton, A Perfect Circle, and Dave Matthews Band. Implemented with FMOD.

- Worked with audio director to create production pipeline for a team of 5 audio associates.
- Edited and melded sound assets to video
- Worked with outside vendors to schedule VO recording sessions and secure talent.
- Worked with engineering and design to implement all audio assets.

Turbine, Inc, Westwood, MA

6/2008 – 5/2009

*Associate Producer; Dungeons and Dragons Online (PC; May 2009)*



Worked with the audio lead to schedule VO sessions, and create asset lists. Prioritized asset needs. Compiled scripts from .stt files for VO recording. Directed VO sessions remotely. Acted as point person between PD and the Audio Department to ensure audio assets were requested and delivered on time and within budget. Worked with foreign partners on scheduling release dates, and delivering localized assets. Worked with Release Engineering to schedule builds for various branches, (QA, Dev, Live) and foreign partners.

- Directed all the dialogue for the tutorial dungeon, (Included 3 characters with over 150 lines).
- Delivered new IP, 1 module update and 4 patches to overwhelming success in the US, and Europe.

CN8 Television, Brookline, MA

9/2006 – 6/2008

*Lead Audio Engineer*



Audio post-production, created sound effects and directed VO recording and editing. Field recording for both live and pre-recorded segments. Mixed bands live to tape using 24-track mixer and various outboard equipment. Worked with bands, managers and show producers to ensure all equipment that was needed was ordered and ready for the day of the performance. Worked with outside vendors to secure all equipment, and ensure it was delivered on time.

- Nominated for 3 New England Emmy's for outstanding achievement in audio, (2007, 2008, and 2009).
- Bands included: The Proclaimers, Sister Hazel, Pat Monahan, Bang Camero, Barenaked Ladies, Peter Yarrow, The Last Goodnight, Click Five, Placebo, Carolina Liar, The Sick Puppies and many more.
- Rebuilt band recording process from the ground up. Including researching and ordering all new equipment.
- Researched and choose various musical compositions to be used as opening theme music or music beds.

North Shore Radio (WBOQ/WNBP), Beverly, MA

2/2004 – 9/2006

*Production director*



- Proven record of creating top quality commercials for clients, which resulted in repeat business for the stations.
- After purchasing WNBP, integrated that production department into WBOQ's to create one production department in order to run more efficiently and within budget.
- Delivered cost effective imaging, by creating and editing all sound effects in house.
- Worked with outside vendors to secure voices for station imaging.

Software:

- Wwise
- ProTools
- Sound Forge/Vegas
- P4
- Reaper
- Unreal Engine 3
- Waves Plug-Ins
- XML
- Other Sequencers and DAWs

Specialties:

- Great understanding of audio production pipeline management.
- Deep knowledge of audio implementation using Wwise
- Studied music and sound recording technology
- Deep knowledge of audio processing techniques, including EQ, compression, and effects.
- Communication skills with the ability to work with all departments.

Education:

Umass Lowell 2002  
BA, Sound Recording Technology

Portfolio:

[www.billsaudio.com](http://www.billsaudio.com)

References:

Available upon request