

Sabrina Fedele

Sound Designer for Games

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Seattle, WA, United States

Project History

The Wandering Band | September 2023 - Present

Audio Director - *Airborne Empire*

- Defined the audio direction of the game and executed it by doing all the sound design and implementation
- Devised a dynamic audio system with GitHub, Unity, and FMOD to make our audio mix clear to the player

Sun Lion Games | November 2024- January 2024

Sound Designer - *Lichgate*

- Created audio pillars and mixing pillars to serve as a guide for how our assets should sound in this RTS
- Implemented sound effects after designing them using a combo of GitHub, Unity, and FMOD

IGDA Climate SIG | September 2023 - September 2024

Podcast Editor - *Doing Our Bit*

- Cleaned up the dialogue between our host and our guests with Izotope Rx, EQ, etc.
- Mastered the audio after dialogue editing (removing unwanted noises, changing timing) was completed

Houlihan | February - May 2024 | September 2022 - July 2023 | February - May 2022

Sound Designer - *Letterhead 2, Letterhead, and Word Breeze*

- Designed tailored sound effects for short puzzle/word games and implemented them directly within Unity
- Recorded and processed all-original sounds to match our lead's vision; collaborated using GitHub

Game Audio Forge | July 2023 - August 2023

Sound Designer - *Unannounced Video Game*

- Produced high-quality sound effects and variations for magic spells, opening chests, creature sounds, etc.
- Improved quality of each of those sounds under the direction of our Audio Director, Derrick Reyes

Molinare | July 2022

Sound Designer - *Unannounced Video Game*

- Created elemental sound effects intended for projectiles, impacts, and buffing weapons with flames
- Incorporated feedback from our lead and info in the design document to ensure assets were approved

Education

B.A. in Psychology, Business Minor - Loyola University Maryland

Directing/Writing Certificate - Colorado Film School

Courses for Game Design Principles, Wwise, & Unreal - Berklee Online & School of Video Game Audio

Other Skills & Qualifications

- **Software Skills:** Reaper, ProTools, FMOD, Wwise, Unity, Unreal, Source Control (GitHub), Izotope Rx
- **Audio Skills:** Dynamic Mixing/Spatialization, Synthesis, V.O. Editing, Field Recording, Sound Design
- **Speaker Experience:** Gave a talk featured at GameSoundCon (2024) and two talks at AirCon (2024)
- **Leadership Experience:** Ran the Game Audio Colorado Meetup; Seattle Game Audio Community Organizer