



GRAYDON SAMUELSON

SOUND DESIGNER

ABOUT ME

Sound designer with a passion for creating high quality audio assets and implementing audio to create fully immersive gaming experiences. Initially my passion for sound and audio led me to collaborate, compose, and engineer for and with artists internationally. Currently, my drive for creativity and collaboration has led me to create interactive audio for video games.

CONTACT INFO

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📍 Salem, OR

EDUCATION

UNIVERSITY OF OREGON | 2013-2016

Bachelors of Science in Music
Technology

Lane Community College | 2011-2013

Associate of Arts

Certificate of Audio Engineering 2013

Lane Community College

Audiokinetic's Wwise Online Courses

101, 201, 251, 301

AWARDS

Metapop - Noisy Remix Contest 2021

Grand Prize Champion

Ranked 14th out of 575+ Games

GitHub Game Off Game Jam 2022

#22 on iTunes Top Albums Chart

Produced 3 Tracks on NxtMike's Album
"FTLOG" Which hit #22 iTunes Top 100
Charts

EXPERIENCE

Freelance Sound Designer, and Engineer

- Design, edit, restore, manipulate, and record SFX and Foley.
- Create audio systems in Wwise/FMOD for implementation in Unreal Engine and Unity.
- Construct UE Blueprint systems to create immersive audio in-game for animations, ambiance, and game objects.
- Collaborate with developers using version control software Git.
- Deliver assets and handle revisions and feedback in a timely manner.
- Proficient use of DAW's Live and Reaper with experience working in Logic and Pro Tools.
- Utilize industry standard audio processing plugins including Izotope, Waves, SoundToys, and more.
- Engineer recording sessions for vocalists.
- Manage multiple projects at one time ensuring all deadlines are met using spreadsheets and Trello along with the SCRUM Framework.

Omnivent

Production Assistant/Stagehand

Viva Hollywood

Assistant Audio Engineer, Lead Table Service Assistant

One Eleven Entertainment

Production Assistant Intern/Stagehand

PROGRAMS/SOFTWARE

Reaper

Kyma

Wwise

Max MSP

FMOD

Waves Plugins

Unreal Engine

Izotope Plugins

Unity

Github

Ableton Live