HUASCAR HOLGUIN
Game Audio Sound Designer

📞 862-220-8193

✉️ h.albert.holguin@gmail.com

in linkedin.com/in/huascar-holguin

📍 Los Angeles, CA 90034

ABOUT ME

Sound Designer experienced in crafting immersive audio for games, VR, and television. Skilled in Pro Tools, Izotope RX, Unity, and Unreal Engine. I love technical sound design, dynamic systems, and learning new coding languages.

EDUCATION

M.F.A in Sound Design
Savannah College of Art and Design
2017 - 2019

Bachelor of Music Industry
Music Technology Focus
Monmouth University
2013 - 2017

SKILLS

SFX Design	Dynamic Systems
Implementation	Asset Optimization
Mixing	Audio Scripting
Dialogue Editing	Interactive Audio
VO Recording	Documentation
Audio Cleanup	Task Management
Metadata Prep	Self-Efficacy

SOFTWARE

Pro Tools	Unity	Python
Reaper	UE 5	Blueprints
Izotope RX	Wwise	Swift
Soundminer	FMOD	GML

RELEVANT EXPERIENCE

Game Artist (Audio)　　　　05/2021 - 03/2022
Schell Games | 220 West Station Square Drive. Pittsburgh, PA

- Full service audio team member for VR game dev cycles on multiple projects
- Designed SFXs for game mechanics, cinematics, and player interactions
- Recorded, edited, and implemented dialogue assets for 5 games
- Assisted development of propriety sound engine for Unity projects
- Used Unity, Wwise, Unreal Engine, and HTML to program game audio

Sound Design Apprentice　　　03/2022 - 08/2023
Warner Brothers Discovery | 1050 Techwood Dr NW. Atlanta, GA

- Designed and mixed sound for WBD network advertisements and podcasts
- Used Izotope RX for dialogue clean up on interviews, broadcasts, and live events
- Created engaging linear soundscapes for trailers, ads, and brand content
- Worked on content from Cartoon Network, HBO, TNT, and TBS

Sound Effects Editor / Librarian　　06/2024 - Present
Pro Sound Effects | 240 Kent Ave. Brooklyn, NY

- Clean recordings of unwanted noise in Izotope RX for library releases
- Work with world-class recordists: Mark Mangini, Watson Wu, and Richard King
- Organize, label, and prepare assets with UCS standards and PSE convention
- Perform consistency and QC on large volumes of sound effect files

Professor of Sound Design　　08/2023 - 06/2024
Savannah College of Art and Design | 342 Bull St. Savannah, GA

- Taught Game Audio & Animation courses for two quarters
- Ran dialogue cleanup seminars for PASO and GAX audio clubs
- Provided feedback and guide on game audio design and implementations
- Advised the Game Audio Experience (GAX) and SCAD MTG clubs

NOTABLE WORKS

Lost Recipes
Schell Games
Audio Implementor,
Dialogue and Ambiences

Link

Among Us VR
Schell Games
SFXs, Ambiences, In-Game Chat,
Mixer, Audio Implementor

Link