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# H. ALBERT HOLGUIN

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## EXPERIENCE

### PSAV, A/V TECHNICIAN; CHATTANOOGA, TN - 2020

- Understand and operate expansive catalog of A/V cables, connectors, patchbays, and systems.
- Provide clients with assistance, demonstrations, troubleshooting, and problem solving.
- Assist with equipment management and maintenance.
- Record presentations and meetings for clients.

### BADGATEWAY GAMES, SOUND DESIGNER; REMOTE - 2020

- Identifying audio opportunities in self-driven but collaborative manner.
- Conceptualizing and producing high quality audio assets.
- Integrating audio in both linear and interactive forms.
- Managing all necessary audio assets.
- Planning implementation techniques.

### FOUNDERS UNFOUNDED, PODCAST PRODUCTION INTERN; REMOTE - 2020

- Edit dialogue, intro/outro, and music for long-format podcast.
- Collaborate with host and production team to ensure highest quality deliverables.
- Edit and curate short clips for social media.
- Document daily tasks remotely using Trello, Slack, and Dropbox.

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## NOTABLE WORKS

### 401 GAME AUDIO COURSE, TEACHER'S ASSISTANT

#### SCAD COLLEGE CLASS, UE4 AND WWISE (MAY 2019)

- Assessed students' game audio assignments to provide feedback on improving quality.
- Investigated sound effect issues to debug and fixed code to play correctly in the game.
- Worked with students on individual level to ensure project functionality.

### SEARCH FOR THE GRYPHON, AUDIO LEAD

#### SCAD COLLABORATIVE VR EXPERIENCE, PRO TOOLS (APRIL 2019)

- Communicated progress with Chair of Sound Department.
- Collaborated with 100 students and Faculty from 9 disciplines.
- Implemented cinematic VR spatialized audio from 5.1 mix.
- Edited and compiled master session for the project.

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## EDUCATION

MONMOUTH UNIVERSITY — B.A. IN MUSIC BUSINESS, 2017

SAVANNAH COLLEGE OF ART AND DESIGN — M.F.A IN SOUND DESIGN, 2019

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## SOFTWARES AND SKILLS

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|-------------------|----------------------------|------------------------|
| • Pro Tools       | • Audio Asset Creation     | • Mixing               |
| • Ableton Live    | • Sound Effects Editing    | • Sound Design         |
| • Reaper          | • Sound Asset Organization | • Programming          |
| • Unreal Engine 4 | • Field Recording          | • DAW Troubleshooting  |
| • Wwise           | • Studio Management        | • Communication        |
| • Python          | • Audio Equipment Handling | • Team Player          |
| • Soundminer      | • Dialog Recording         | • Audio Programing     |
| • iZotope RX      | • Dialog Editing           | • Remote Communication |