
H. ALBERT HOLGUIN

2106 Union Ave, Chattanooga, TN 37404 862-220-8193 halbertholguin.wixsite.com/reel

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.

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.
- Recorded, edited, and managed VO sessions.
- Edited and compiled master session for the project.

EDUCATION

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

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

SOFTWARES AND SKILLS

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