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H.ALBERT.HOLGUIN@GMAIL.COM

# HUASCAR HOLGUIN

*Game Audio Sound Designer*

## PROFESSIONAL SUMMARY

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Game Audio Sound Designer. Dynamic Audio Professional with diverse experience in Sound across multiple industries and a passion for Game Audio. I am eager to leverage my skills gained in Game Dev, TV Post-Production, Library Editing, and Higher Education in my next venture!

## RELEVANT EXPERIENCE

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### GAME AUDIO ARTIST

*Shell Games*

May 2021 - Mar 2022

*Pittsburgh, PA*

- ♦ Managed audio tasks for VR/AR projects, enhancing sound quality and project immersion.
- ♦ Pitched tailored audio systems, aligning with project needs and improving user experience.
- ♦ Implemented and debugged audio in Unity and Unreal, ensuring seamless sound integration.
- ♦ Led VO recordings and editing, delivering high-quality audio assets on time.

### SOUND EFFECTS EDITOR

*Pro Sound Effects*

Jun 2024 - Present

*Remote*

- Edit audio recordings in Izotope RX to remove unwanted noise, clicks, and hums.
- Create detailed Metadata in sound effects libraries with Soundminer for SEO.
- Collaborate remotely with clear and effective communication while meaning weekly deliverables.

### SOUND DESIGN APPRENTICE

*Warner Bros. Discovery*

Mar 2022 - Aug 2023

*Atlanta, GA*

- Created immersive sound design for promos across across seven major networks.
- Edited dialogue in Izotope RX from live broadcasts, interviews, and sporting events.
- Mixed in Stereo, 5.1 Surround, and Dolby Atmos.

## EDUCATION

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### M.F.A IN SOUND DESIGN

*Savannah College of Art and Design*

2017 - 2019

*Savannah, Georgia*

### B.A. IN MUSIC BUSINESS AND PRODUCTION

*Monmouth University*

2013 - 2017

*West Long Branch, New Jersey*

## LINKS

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Game Audio Demo Reel: [vimeo.com](https://vimeo.com), LinkedIn: [www.linkedin.com](https://www.linkedin.com), Other Projects: [vimeo.com](https://vimeo.com).

## SKILLS

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Sound Design, Technical Sound Design, Unreal Engine, Unity, Wwise, Dialogue Editing, SFX Editing, Stereo Mixing, Pro Tools, Reaper, Ableton Live, Programming, Surround Mixing, FMod, Python, C++, Python, Swift.

## CREDITS

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Among Us VR || 2022 || VR Video Game  
Lost Recipes ||2022 || - VR Video Game  
I Expect You To Die: Home Sweet Home || 2022 || VR Video Game  
NCAA March Madness LG Recap Show || 2025 || Linear  
NBA All-Star Best of Sound || 2025 || Linear  
NBA Western Conference Finals Promo || 2024 || Linear  
MIL Bucks Season Recap || 2023 || Linear