

# HUASCAR HOLGUIN

Game Audio Sound Designer



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## 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	Independent Work

## 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 Discover | 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](#)