

JUDE WADE

Post Production Sound Designer

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SUMMARY

Highly motivated and passionate sound designer with experience collaborating with artists in different mediums. Proficient in sound effects editing, foley, running recording studio sessions, music composing, and music editing.

EXPERIENCE

Devotion of Escher, Senior game design thesis

April-May 2024

- Worked alongside a team of sound designers through multiple sprints to create sound effects using Pro Tools
- Created several sound effects vital to the game
- Learned valuable file organization and asset management skills
- Learned audio implementation in games

8th Grade Assassin, Capstone animation project

October 2024-Present

- Sound supervisor of year long 20+ person team animation project
- Communication between director and multiple departments to deliver quality sound
- Assembled a team of talented sound designers, compiled schedules and managed the sound department

Nyota Providence, Senior visual effects thesis

March-May 2023

- Composed a score for a 3 minute mock movie trailer using Ableton and mixed in Pro Tools
 - Worked alongside directors and producers through various deadlines to match their creative vision
 - Professionally communicated with team throughout the process
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EDUCATION

B.F.A. in Sound Design

Sep 2022 - June 2026

- Savannah College of Art and Design
- 3.9 GPA
 - Dean's List 2022-2024
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ADDITIONAL INFORMATION

- Technical Skills:** Music composition, Sound Engineering, Game audio implementation, multi-channel mixing, sound effects editing, Pro Tools, Ableton Live, Reaper, Unreal Engine, Wwise
- Professional Skills:** Communication, Organization, Time Management, Ability to work in a team setting or independently, Complex problem solving
- Extracurricular:** Frequent participant and member of Game Audio Experience Club, Audio Engineering Society, and Professional Audio Student Organization
- Certifications:** Pro Tools 210P Certified Post Professional
- Personal Interests:** Video games, Dungeons and Dragons, EDM, All things nerdy