# EOIN SHEILS

## Sound Designer

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## WORK EXPERIENCE

**Sound Designer**, Self-Employed, Irvine, CA                                          May 2012 – Oct 2023
**Freelance**
- Committed to creating immersive and engaging audio to enhance player experience. Experienced in recording foley, creating sound effects, implementing sound effects, designing cinematics, polish audio during iterative phases.
- Proficiency in a multitude of audio processing software/game engines (Pro Tools, Ableton Live, iZotope, FMOD, Wwise, Unity, Unreal Engine).
- Broad span of experience of work on linear and interactive formats (cinematic, UI, middle-ware implementation) from top-down UI based strategy games to FPS shooters and platformers.
- Knowledge of basic scripting in C# for audio implementation.

**Apple, Inc.**, Irvine, CA                                                                      Oct 2016 – Nov 2021
**Genius - Lead Technician**
- Mac and Mobile certified technician.
- Proficient in complex problem solving in a timely manner whilst maintaining a focus on driving results and a strong passion for mentorship and collaboration.

**The Brewery Recording Studio**, Brooklyn, NY                                      Sep 2013 – Sep 2014
**Sound Engineer Intern**
- Post production editing and live session engineering for broad spectrum of clientele.

## CERTIFICATIONS

**Audiokinetic**                                                                                                May 2022
**Wwise 101 Certified User**
- Completed Wwise fundamentals course with understanding of integration workflows, virtual soundscape mixing, sound trigger systems, and system performance optimization techniques.

**Udacity**                                                                                          Nov 2018 – Jan 2019
**Introduction to Programming Using Python - Nano-degree**
- Completed nano-degree program with basic programming skillsets in Javascript, HTML, C# and Python.

## SKILLS

Sound Design | Sound Effect Editing/Engineering | Foley Recording | Audio Production | Pro Tools | Ableton Live | Logic Pro | iZotope| Modular Synthesis | Audio Signal Workflow| FMOD | Wwise | Unity | Unreal Engine

## EDUCATION

**Dundalk Institute of Technology, Ireland;**                                         Aug 2008 – May 2012
**Bachelor's (Hons.) Degree in Applied Music**
- Specialized and graduated with first class honors in Sound Engineering.