

# Mac Owens

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## WORK EXPERIENCE

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### Avalon Corp

*Lead Sound Designer (Contract) – Avalon (Unreleased)*

- Sound Design
- FMOD Implementation
- Unreal 5 Blueprint Design
- Bug Tracking
- Mixing

Jan 2023 - Present

*Remote*

### Arkane Studios

*Sound Designer (Contract) – Redfall*

- Sound Design
- Wwise Implementation
- Bug Tracking
- Foley Recording

July 2022 – Oct 2022

*Remote*

### Clean Wavs LLC

*Founder / Operator*

- Clean Wavs is a boutique sound design service for short format linear media projects
- The company was founded as a way for me to house all my non-video game contracts under one LLC
- Some notable clients include: Amazon/Wonderly, Bandai Namco, and the Extra Credits YouTube Channel

June 2017 – Present

*Remote*

### Phaser Lock Interactive

*Sound Designer (Contract) – Primal Hunt VR*

- Sound Design
- Native Unity Audio Implementation

Nov 2021 – July 2022

*Remote*

### Johns Hopkins

*Audio Editor / Audio Producer*

- Edit and produce audio recording sessions for online lectures
- Script Review

Apr 2018 – Mar 2022

*Remote*

### GraphicAudio

*Sound Designer*

- Sound design, scored, mixed cinematic style full length audio books
- Ran recording sessions

Oct 2016 – Nov 2018

*Rockville, MD*

## EDUCATION

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### Full Sail University

*BS Recording Arts*

- 3.8 GPA. Graduated with perfect attendance
- Participated in Full Sail's Game Audio Internship after graduation
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June 2014

*Orlando, FL*

## SKILLS & INTERESTS

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- **Skills:** Sound Design, Implementation, Vocal Production, Session / Field Recording, Audio Editing, Jira task tracking
- **Interests:** Film photography, hip-hop music, craft beer, cooking, video games, cars, stand-up comedy