

ARA MANASSYAN

SOUND DESIGNER

SUMMARY

Sound designer with technical expertise in sound editing, surround mixing, field recording and game audio implementation.

EXPERTISE IN

Sound/Music Design	Foley Technique
Field Recording	Music/Sound Editing
Game Audio Implementation	Music Composing
VO and ADR	5.1 Surround Mixing

EDUCATION

MASTER OF FINE ARTS | 2017
Music Production & Sound Design for Visual Media
Academy of Art University – San Francisco, CA

Courses included: Sound Design, Music Editing for Visual Media, Audio Production, Scripting for Video Games, Music Production, Sound Production, Creative Sound Design for Visual Media

PRO TOOLS USER CERTIFICATION

EXPERIENCE

SOUND DESIGNER [Might and Blade](#) | 2017

- Created sound design and background music
- Managed Foley and field recording responsibilities, including sound design using SFX library
- Used Pro Tools as main DAW

SOUND EFFECTS DESIGNER [The Empty Bottle](#) | 2017

- Developed sound effects for prototype game
- Collaborated with sound designer and composer to ensure a fluid and consistent sound for the game
- Used Nuendo as main DAW and FMOD integration for SFX and music to be adaptive

SOUND DESIGNER/EDITOR [Deep Space Anomaly](#) | 2017

- Created sound design, VO, and edited music
- Game was green lighted via Steam Direct

CONTACT

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PORTFOLIO

ara-sound.weebly.com
soundcloud.com/aramanassyan

TECHNICAL SKILLS

Ableton Live
Pro Tools
Nuendo/Cubase
Logic Pro
Sibelius
FMOD/Wwise
Reaktor
WaveLab
Unity/Unreal
Perforce/GitHub
Photoshop
Audition
Premiere Pro
Dreamweaver
Word/Excel/PowerPoint
C#/C++ Audio Integration
Windows/Mac/Linux OS

LANGUAGES

English
Russian
Armenian

HOBBIES

Video Games
eSports
Movies
Music
Soccer