



DEVON BIRD

SOUND DESIGNER - COMPOSER - AUDIO ENGINEER

Game audio combines my passions for sound, music, and creating audio systems with my love of gaming. Contributing to team projects inspires me and is the reason I am dedicated to advancing my career in game audio design. Currently, I'm an Audio Artist II at EA Respawn working on Apex Legends. Check out my sound design reel at devonbirdaudio.com.

EXPERIENCE

EA Respawn

2020-Present

AUDIO ARTIST II (APEX LEGENDS)

- Sound Design and Implementation for countless in-game events
- Environment audio design and implementation for a large section of the map Kings Canyon
- Dialogue editing, mastering, file management, and implementation
- Assisting with training new hires on the Apex Legends audio systems

Digital Sound Magic Recording Studios

2017-2020

CHIEF ENGINEER

- Worked with the game developers at IGG (a global mobile game company) doing Sound design and Wwise implementation for a mobile game title
- Solely responsible for the full audio production of [5 Cinematic shorts for IGG](#)
- Recorded, edited, and mixed dialogue for 50+ TV episodes of "Lunch ON!"
- Worked well independently and leading the DSM team
- Responsible for projects from initial recording to delivery to the client

Paddle Force - 2018

GAME AUDIO DESIGNER

- Indie game sound design, music composition, and Wwise audio implementation

The Art Institute of

Vancouver 2016 & 2017

SOUND DESIGNER & COMPOSER

- Sound design and music composition for CAEZR theatre production

Vancouver School Board

2014-2015

MUSIC PRODUCER

- Produced songs for the SUPER POWER abuse prevention program and Valuing Diversity and Defending Human Rights

EDUCATION

Nimbus School of Recording & Media

2016-2017

POST PRODUCTION & GAME AUDIO PRODUCTION (TOP OF MY CLASS)

- ENGR 100 - Music Engineering (with Dean Maher)
- PROD 100 - Music Production (with Dave Genn)
- PGAP 200 - Post and Game Audio Production (with Dieter Piltz)

TECHNICAL SKILLS

POST PRODUCTION

Dialogue Recording & Editing
 Foley Recording & Editing
 Sound Design
 Film Scoring
 BGs Editing
 Film Mixing

GAME AUDIO

Sound Design
 Music Composition
 Audio Implementation using Wwise and Fmod
 Dialogue Recording, Editing, Mastering, File
 Management, and Implementation
 Environment Audio Design

SOFTWARE

Reaper Perforce
 Pro Tools Bakery
 Nuendo Miles
 Fmod Wavelab
 Wwise Izotope RX

REFERENCES

SANDY HUGHES - sandy.mclean@hotmail.com - 604 500 7049 - (Past DSM Supervisor, Currently Audio Artist III at EA)

JEFF HILMAN - jhilman@live.ca - 250 858 6111 - (Audio Artist III at EA Respawn)

DIETER PILTZ - dpiltz@gmail.com - 604 318 7551

(Nimbus instructor, Audio Artist at EA and Blue Castle Games, Studio Audio Director at Capcom, [IMDB](#))

(778) 892 9347

devonbirdaudio@gmail.com

devonbirdaudio.com