

Shawn Yao

Sound Designer | Audio Engineer | Composer

Portfolio: <http://shawnyaomusic.com>

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EXPERIENCE

MechWolf Productions — Contract Composer/Project Manager

NOVEMBER 2020 - NOVEMBER 2021

- Led a small team of composers, producers, and mix engineers to collectively produce 50 individual soundtracks and 100+ sound effects.
- Monitored the production pipeline and reviewed finished tracks to ensure quality in production and compatibility within the context of the game.
- Explored creative implementation strategies to create a more immersive and interactive sound experience with Wwise and Unity.

ShiHoYa Inc. — Contract Sound Designer

MARCH 2019 - JUNE 2020

- Cataloged all audio assets and ensured team members could easily access needed files, improving efficiency and workflow.
- Composed all existing soundtracks in a way to ensure that the audio complimented the player experience positively.
- Used synths “Massive,” and “Serum” to design SFX for combat abilities, UI buttons, and stingers from the ground up.

Freelance — Sound Design, Composition, Production, Mixing

JANUARY 2018 - PRESENT | <http://fyresstudios.com/>

- Notable Collaborators: Offline TV; “Your Name Engraved Herein” Netflix exclusive series; Content creators: lolnanii, annytf; Featherbox Studios

Berklee Studio Recording and Mixing Engineer — Studio Operations

AUGUST 2018 - DECEMBER 2018

- Managed studio operations on a day to day basis, responsible for set-up, tear-down, session prep, and acoustic treatment.
- Utilizing understanding of technical microphones specifications and placements to achieve the desired instrument recording.
- Worked closely with artists to edit & mix multitrack recordings.
- Prepared sessions in advance, creating beatmaps and syncing timecodes.

EDUCATION

Berklee College of Music, Bachelors of Music

Concentration: Music Production and Video Game Scoring — GPA 3.6

AUGUST 2015 - MAY 2019

- Relevant Coursework: Mixing with ProTools, Control Systems and Sound Design, Vocal Production and Mixing, Recording and Mixing Tech.
- Performed for Square Enix, Connecticut Gamer Convention, Berklee Contemporary Symphony Orchestra, and “Howl at the Moon: Piano Bar.”

SOFTWARE

ProTools 12

Logic X Pro

Izotope RX 7

Avid Media Composer

Wwise

Unity

SKILLS

Audio Restoration

Multitrack Mixing

Sound Design

Podcast Editing

Project Management

(MeisterTask,
TeamGantt, Excel)

Python