

Renzo G. Heredia

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Experience

OBSIDIAN ENTERTAINMENT - FEB. 2019 to PRESENT

Associate Audio Designer

Shipped Games: The Outer Worlds; The Outer Worlds: Peril on Gorgon

- Designed audio and recorded foley for interactible game objects (doors, destructibles, inventory), ambience, and scripted moments (sound effects that occur during a cutscene or conversation).
- Made test plan for testing the spatialization audio feature.
- Processed dialogue for audio logs and various characters.
- Blocked out areas with ambient volumes and portals to enable ambient sounds and proper occlusion in Unreal Engine

SONY SANTA MONICA - OCT. 2017 to AUGUST 2018

QA Analyst

Shipped Game: God of War

- Used JIRA to report bugs for music, sound effects, and dialogue.
- Created test plan for cinematic skip feature.
- Used Wwise to save capture logs and report bugs.
- Created test plan for testing an external project's music soundtrack application.

EARPLAY - SEPT. 2017 to JUL. 2018

Audio Editor

Shipped Games: Ultimate HISTORY Quiz; Jurassic World: Revealed (Amazon Alexa)

- Mixed and edited sound effects and dialogue.

HARMONIX MUSIC SYSTEMS - JUL. 2015 to MAR. 2017

Audio QA Tester

Shipped Games: Rock Band 4; SingSpace

- Authored instrument parts, primarily drums and vocals, for hundreds of songs on Rock Band 4 and SingSpace.
- Mixed instrument stems of multiple Rock Band 4 songs.
- Audio quality assurance of FMOD session for SingSpace.

MASSDIGI - SUMMER INNOVATION PROGRAM - MAY to AUGUST 2014

Sound Designer

Shipped Games: Midnight Terrors; Cat Tsunami; Limbs Lobber; Many Mini Things

- Designed sounds and recorded dialogue.
 - Created/mixed all audio for the 4 promotional trailers.
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Education

BERKLEE COLLEGE OF MUSIC - SEPT. 2010 to MAY 2015

- Bachelor of Music in Film Scoring and Electronic Production & Design
 - Student Leadership & Innovation award (May 2015)
 - Video Game Music Club board member (Sept. 2014 - May 2015)
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Tools

DAW

Nuendo
Logic Pro
Pro Tools

MIDDLEWARE

Wwise
FMOD

GAME DEVELOPMENT

Unreal Engine
Perforce
JIRA
Confluence
