

GEORGE ALLAN

S O U N D D E S I G N E R



[Reel](#)



[Email](#)



[LinkedIn](#)

SKILLS

- Foley Art
- ADR Mixing and Editing
- SFX Mixing and Editing
- Audio Engineering
- Audio Implementation
- Blueprint Scripting

SOFTWARE

- Pro Tools
- Reaper
- Unreal Engine
- Wwise
- dearVR Pro
- Sound Toys Suite
- iZotope Rx
- Perforce/Git

EDUCATION

MASTER OF FINE ARTS

Sound Design, Savannah College of Art and Design 2023

BACHELOR OF ARTS

Music and Technology, Stevens Institute of Technology 2019

WORK EXPERIENCE

FREELANCE SOUND DESIGNER

Summit Pointe Productions, 2022-present

MUSIC INSTRUCTOR

School of Rock, 2019-present

AUDIO ENGINEER

Hoboken Cultural Affairs, 2016-2020

13 HANDS

Sound Designer/Dialogue Editor

- Noise Reduced all Dialogue
- Mixed and Edited Animal Foley
- Delivered Final Stereo Mix

FOLEY FOR VIDEOGAME IMPLEMENTATION - MFA THESIS 2023

Foley Artist

- Designed Action Combat Audio Assets
 - Hits, Body Drops, Blocks, Weapons
 - Player/Enemy Footsteps and Movements
 - Gore Sweeteners

BENEATH THE BADLANDS - DEADBOLT INTERACTIVE

Foley Artist

- Designed FPS Interaction Audio Assets
 - Item Pickups, Crate Smashes
 - Mantling, Climbing
- Sweetened Environmental Interactions
 - Hinges and Doors, Cogs and Gears

KEY OF SEE - DIRECTED BY MANNI SIMON

Foley Artist

- Outdoor FS
- Ladder Props
- Verna Fields Outstanding Achievement Award 2023, nominated

ONE KIDNEY CLIMB: KILIMANJARO 2022

Sound Designer/Rerecording Mixer

- Dialogue Editorial
- Background Editor
- Mixed and Delivered Final Stereo Mix

SPORE - GLOBAL GAME JAM 2023

Sound Designer

- Created audio for FPS "Bullet Hell"
 - Enemy Spawn, Idle, Death
 - Weapons/Explosions
- Implemented Environmental Audio

TESTAMENT OF TATAMU - INTERACTIVE NOVEL

Sound Designer

- Responsible for Designing DeepSea Mech Interior
- Created Looping Environmental Ambiences
 - Dock Night and Day
 - Underwater hull destruction