

Daniel Thomas Swearingin

Sound Design & Music Composition

OBJECTIVE

To provide a high quality video game audio experience that evokes an emotional response from players.

GAME CREDITS

Strain Tactics - Touch Dimensions (2017)

- Music composition, sound design, and audio implementation in Unity.

Call of Duty: WWII - Sledgehammer Games (2017)

- Additional music.

Brave Frontier Expansion - Gumi (2016)

- Music composition & sound design.

Dead Gear (2012 - 2018) - <http://www.deadgeargame.com/>

- Music composition, sound design, and audio implementation in Unity.

Grimoire: Manastorm - OmniConnection (2015)

- Sound design and audio implementation in Unreal Development Kit.

Lara Croft: Temple of Osiris - Crystal Dynamics & Square Enix (2014)

- Live percussion performance and recording.

Gemology - BNC Design Studios (2015)

- Music composition.

Star Ruler 2 - Blind Mind Studios (2015)

- Sound design & additional music.

Autumn Dynasty: Warlords - Touch Dimensions (2014)

- Music composition and music production.

Mobile Games - Iceman Softworks (2014 - 2016)

- Music composition and sound design on a line of mobile game titles.

EndGods - Spark Jumpers (2014 - 2015)

- Music composition and sound design.

Stealer - (TBA)

- Provided original sound design for promotional video released December 2014.

A Playwright's Tale - Dream Cauldron (cancelled)

- Sound design & VO editing, mixing, and audio implementation.

Star Wars: First Assault - LucasArts (unreleased)

- Live Percussion Performance and Recording.

Outcast: Legacy of the Yods Demo (2011-2014)

- Sound Design, VO editing, and audio implementation in CryEngine 3. Designed and implemented all ambiances, reverbs, combat sounds for 1 hour gameplay demo. Also edited and implemented all voice acted dialogue.

Autumn Dynasty - Touch Dimensions (2012) *Silver Award Winner from PocketGamer

- Music Production.

Impulse (2011)

- Sound Design & Additional Music.

SAMPLE LIBRARY WORK

Vocalisa - Impact Soundworks (2014)

- Sample editing.

QUALIFICATIONS

- Familiar with FMOD, Wwise, UDK, Unity, CE3, AGS, Reaper, Pro Tools, SoundForge, Logic, Sony Vegas.
- University of Alabama at Birmingham B.A. in Music Technology.
- Knowledge of SFX editing, MIDI, mixing, arrangement, percussion performance, live recording.

AWARDS

2012 - Alabama Music Teachers Association Composition Contest - Young Artist Division Winner

OTHER

2010-2013 - Sound Board Operator - Children's Dance Foundation

2011 - Audio Engineer Intern - Yellowhammer Records (Ruben Studdard) - Music Production

2011 - Percussion Instructor - Clay-Chalkville High School

2010 - Sound Board Operator - Birmingham Festival Theatre

2010 - Audio Engineer Intern - Bottletree Cafe - Live Sound