

Noah Kankanala | noah.kankanala@gmail.com | 734-546-2683 | [website](#) |

OBJECTIVE

I am a sound designer seeking an internship with an innovative game company for Summer 2021.

EDUCATION

Masters of Entertainment Technology, Expected May 2022

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA

Key Courses: Building Virtual Worlds, Visual Story, Sound Recording, Sound Editing and Mastering

Bachelor of Science in Game Design, May 2020

Indiana University, Bloomington, IN

Graduated with Distinction (3.71 CGPA)

Key Courses: Game Workshop, Sounds for Games and Playable Media, Game Design, Game Art and Sound

PROJECT PORTFOLIO

VESP - Sound Designer, September 2020 to Present. Carnegie Mellon University.

- Collaborated on a team of five to design a VR experience exploring animal senses, which was pitched to and approved by the ETC faculty in November 2020. Development will begin in January 2021.

Building Virtual Worlds - Sound Designer and Producer, Fall Semester 2020. Carnegie Mellon University.

- Collaborated in teams of 5 to build 5 rapidly developed games built during 2 week sprints.
- Recorded, edited, and mixed sounds/music in Logic Pro.
- Gained proficiency conducting playtesting sessions and using feedback to guide iteration.
- Facilitated brainstorming sessions to cultivate a shared vision.

CloudWorks [Sound Design Committee] - Sound Designer, November to December 2020. Carnegie Mellon University.

- Collaborated with two other sound designers [Yuji Sato and Tianyi Cao], to create the sfx and score for the ETC Festival Virtual Space, developed by CloudWorks.

The Astro Parcel Service - Music Composition, March to June 2020. Indiana University.

- Wrote, recorded, and produced the score [2 songs] for the Steam launched game.
- Positive reviews [2] on Steam Page, with praise for the soundtrack.

Oddest Sea - Lead Sound Designer, December 2018 to June 2020. Indiana University.

- Recorded, mixed, and edited sfx and soundscapes. Became proficient in FMOD + Unity Integration.
- Used Version Control (Github) to push and pull commits in a large, collaborative team setting.
- Operated under the Scrum framework to conduct daily scrum meetings and sprint planning/review.
- Best in Sound Award Nomination at the 2019 GDEX Game Con.

Subject 63 - Producer and Sound Designer, Fall Semester 2018. Indiana University.

- Pitched a detailed game concept and prototype to a panel of industry experts.
- Organized team meetings and sprint structures and facilitated team dynamics as producer.

PROFESSIONAL EXPERIENCE

Krehbiel Agency - Sound Designer and Composer, Summer 2020 to Present.

- I record, produce, mix, and edit audio content for Krehbiel, a creative advertising agency.
- Involved in the creation of 3 different advertisements, of which I provided music direction and creation.

SKILLS

Audio Production and Sound Design: FMOD, Logic, Wwise, Audacity, Audition, Reaper, Pro Tools

Experience Development: Unity, Unreal, Construct, Dreamweaver, Premiere Pro.