Noah Kankanala

Sound Designer

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| 734-546-2683 | website |

SKILLS

- **DAWs**: Logic Pro, Pro Tools, Audacity, Audition, Reaper
- **Game Engines**: Unity, Unreal
- **Misc**: Mixing, Mastering, Recording, Sound Synthesis, Foley
- **Audio Middleware**: FMOD, Wwise
- **Version Control**: Perforce, Github
- **Plugins**: Waves, Kontakt, Izotope

EDUCATION

Master of Entertainment Technology, Expected May 2022
Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
Key Courses: Sound Recording, Sound Editing and Mastering, Building Virtual Worlds, Experience Design, Visual Story

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 Art and Sound, Game Design

PROJECT PORTFOLIO

Lyraflo - Producer & Sound Designer, April 2020 to Present**.** Carnegie Mellon University.
- Led a team of five to design and pitch a music theory experience in Virtual Reality which was approved by ETC faculty in April 2021.
- Maintain product vision and facilitate team dynamics to ensure a comfortable and productive work environment.
- Navigate a collaborative sound pipeline with another sound designer to create SFX, ambience, and music that we integrate within FMOD to achieve an adaptive audio experience.
- Improve gameplay and design through paper prototyping, playtesting, and iteration.

VESP - Sound Designer, September 2020 to May 2020**.** Carnegie Mellon University.
- Co-founded a team and designed an experience exploring animal senses in Virtual Reality which was pitched to and approved by the ETC faculty in November 2020.
- Recorded, processed, edited, and mixed SFX, music, soundscapes, and voice-over in Logic Pro and Pro Tools.
- Integrated audio using FMOD and leveraged its parameter system to create dynamic and complex sound design that conveyed sonic feedback for each animal sense.
- Uploaded and managed audio assets using Perforce.

Building Virtual Worlds - Sound Designer & Producer, Fall Semester 2020. Carnegie Mellon University.
- Collaborated in teams of five to build five rapidly developed games built during two week sprints.
- Created, recorded, edited, and mixed all sounds & music in Logic Pro.
- Conducted playtesting sessions and leveraged user feedback to guide iteration.

CloudWorks [Sound Design Committee] - Sound Designer, November to December 2020. Carnegie Mellon University.
- Collaborated with other sound designers to create the SFX and music for the ETC Festival Virtual Space, developed by CloudWorks.

Oddest Sea - Lead Sound Designer, December 2018 to June 2020. Indiana University.
- Designed, recorded, mixed, and edited SFX and soundscapes, and implemented the game's music.
- Used FMOD to integrate all audio assets and spearheaded state-based sound design to drive the player experience of fear vs safety.
- Received Best in Sound Award Nomination at the 2019 GDEX Game Con.

WORK EXPERIENCE

Sound Design TA - **ETC [Building Virtual Worlds]**, August 2021 to Present
- Provide support, assist questions, and give feedback to sound design students in an ETC class, *Building Virtual Worlds*.
- Instruct students on sound design fundamentals and best practices and techniques for using the ETC Sound Studio.

Krehbiel Agency - **Sound Designer and Composer**, Summer 2020 to Present.
- Record, produce, mix, and edit audio content for Krehbiel, a creative advertising agency.