LYNDSAY MOHR

AUDIO DESIGNER

CONTACT

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🌐 lyndsaymohr.com

in linkedin.com/in/lyndsaymohr

SKILLS

Audio
DAWs including Ableton, Pro Tools, and Reaper

Izotope

Finale & Dorico

Recording & mixing

Game Dev
FMOD and Wwise

Unity 3D and 2D Engine

Unreal Engine

Oculus VR Development

Jira/Trello

Git/Plastic

Personal
Teamwork/Collaboration

Adaptability

Communication

EDUCATION

Michigan State University

Bachelor of Arts - 3.7 GPA
Games and Interactive Media

Minor in Game Design and Development

AWARDS

MSU Spring 2024 Game Showcase - *"Wizards & Rhymes" - Best Overall Game*

GameSoundCon 2023 - *G.A.N.G. Scholarship*

MSU Fall 2023 Game Showcase - *"A Game's Overture" presented*

OBJECTIVE

I am a composer, with an educational background in game and sound design, that specializes in interactive media. I am currently seeking employment in audio design.

PROFESSIONAL EXPERIENCE

Recording Services

Assistant Audio Engineer - MSU College of Music   *August 2021 - Current*

- Set up, tear down, and operation of audio equipment, including microphones, mixers, interfaces, computers, stands and cables
- Maintaining routing and bussing audio
- Recording and mixing solo concerts and ensembles including orchestras, symphonies, student recitals, quartets, octets, and other school-hosted events
- Hands-on with a variety of systems throughout multiple concert halls across MSU, including Fairchild Theater and the Wharton Center

Game Level Design

Undergraduate Learning Assistant   *August 2022 - December 2023*

- Aided in a level design course during undergrad at MSU
- Provided design-related guidance and feedback for students in and outside of class
- Collaborated on other general classwork and organization
- Managed projects in 6 different engines and level editors, including Unity, Unreal, Hammer, and Portal 2

Games for Entertainment and Learning Lab

Audio Designer   *May 2023 - May 2024*

- Small group internship of 14 students, funded by research and development, including grants
- Created and mixed a diverse amount of audio for 4 games, developed in Unity 2D, 3D, and VR
- Recorded hundreds of samples from interactive objects, medical and musical instruments, spaces, and patients

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EDUCATIONAL EXPERIENCE

Game Design and Development

Audio Designer   *August 2022 - April 2024*

- Selective Game Development minor at MSU, finishing in a capstone with alumni at AAA studios
- Across various game projects, I composed and produced electronic and acoustic audio for music, ambience, and sound effects
- Mixed and implemented audio via Unity audio, FMOD or Wwise
- Resulting in 6 published games, each with multiple music tracks and dozens to hundreds of sound effects

Audio Studios

Studio Assistant   *August 2023 - February 2024*

- Facilitated studio operation, check-ins, equipment maintenance, scheduling, and project management