

**Brendan Wood**  
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Portfolio: www.musicanon.com

## EDUCATION

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**College of Arts and Sciences**, Indiana University Bloomington *Expected May 2012*  
*Master of Science in Telecommunications*  
Focus: audio implementation and game design.

**College of Arts and Sciences Double Major**, Indiana University Bloomington *May 2010*  
*B.A., Telecommunications and Spanish*

- Overall GPA 3.4
- Studied abroad Universidad de Sevilla, Spain *Jan - Aug 2009*

## SKILLS

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### Technical

- Proficient with Mac, Windows, iLife and Microsoft Office.
- Vast knowledge of audio technology: microphones, signal flow, mixing board operation, automation, plug-ins, outboard processing, MIDI, encoding/decoding, interactive music, and positional sound.
- 7+ years recording, editing, mixing, and producing with Logic Pro and Pro Tools.
- Hours of sound design, audio synthesis, Foley, and field recording experience.

### Gaming

- Game designer and passionate gamer of PC, console, mobile, and online games.
- Collaborated and worked on multiple game projects with a variety of different teams.

### Languages

- English, Spanish, HTML, CSS, Flash, Lua.

## WORK EXPERIENCE

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**Infinite 0 Studios**, Bloomington, IN May 2011 - Present  
*Founder, Games and Audio Developer*

- Solely developed and released "Zeke in Orbit" for iPhone and iPad on Apple's App Store.
- Designer of Capture, Shoot the Scallywag, Crooks'n'Cops, and Laid Back.
- Freelance music composer and sound designer.

**Hoosier Games**, Bloomington, IN Aug 2011 - Present  
*Game Designer, Audio Designer*

- Lead game/audio designer for "Warp Shooter", coming soon to Xbox Indie Arcade.

**Londontown LLC**, Street Troy, NY August 2008 - Present  
*Audio Lead, Audio Producer*

- Attend weekly meetings to discuss audio assets with design and writing teams.
- Design sound FX, compose diegetic music.

**PlayerAffinity.com** Mar 2011 - Present  
*Audio Engineer, Music Composer*

- Compose intro/outro music for podcasts.
- Broadcast live podcasts to the web; record and edit podcasts for iTunes distribution.

**College of Arts and Sciences**, Bloomington, IN *Aug 2010-Present*  
*Associate Instructor, T356 Advanced Studio Production*

- Teach two 15-student production labs
- Control room operation, camera, audio board, and communications maintenance.