





# ALEX HAISTING

## TECHNICAL SOUND DESIGNER

### CONTACT

-  205.269.3802
-  alexhaisting@gmail.com
-  Savannah, GA
-  alexhaisting.com

### SKILLS

- Sound Design
- Implementation
- Systems Design
- Sound Editing
- Visual Scripting
- Collaboration
- Surround/Atmos Mixing

### TOOLS

- Unreal Engine
- Unity
- Proprietary Engines
- Wwise
- FMOD
- Nuendo
- REAPER
- Project Acoustics
- Google Resonance
- Perforce/Git

### EXTRACURRICULAR ACTIVITIES

- G.A.X. Club Officer
  - (Game Audio Experience)

### PROFESSIONAL PROFILE

Every problem has a solution. As a Technical Sound Designer, I possess a strong passion for leveraging technology to deliver the most immersive experience for the user. Staying on top of current development trends as well as emerging technology, I strive to make the best experience possible.

### EDUCATION

#### Savannah College of Art and Design

M.F.A. Sound Design  
(2021-2023) (4.0 GPA)

#### The University of Alabama

B.F.A. Interdisciplinary Studies  
(2015-2018) (3.8 GPA)

### EXPERIENCE

#### Team Audio

Associate Technical Sound Designer (07/2022 - Present)

- **Guild Wars 2** [Proprietary Engine]
  - *End of Dragons: What Lies Beneath*
  - *End of Dragons: What Lies Within*
  - *Secrets of the Obscure*
- **Wildcard Alliance** [Unreal Engine + Wwise]
- **[Unannounced AAA Project]** [Unreal Engine + Wwise]

Audio Intern (06/2022 - 07/2022)

#### Horizon Blockchain Games Inc.

Sound Designer (04/2022-07/2022)

- **Skyweaver** [JavaScript + Howler.js]