



# SIERRA CLARK

TECHNICAL DESIGNER • AUDIO DESIGNER

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## EXPERIENCE

## SOFTWARE

- Unreal Engine 4/5
- Unity
- Wwise (certified)
- Cycling 74 Max
- Logic Pro X
- ProTools
- Adobe Audition
- Ableton Live 10 Suite
- Photoshop
- Final Cut Pro
- Autodesk Maya
- 3DS Max
- Bethesda: *Fallout 4* Creation Kit
- Valve: Hammer (Source)
- Microsoft Suite

## SKILLS

- Technical Design
- Level design
- Sound design
- Game design
- Narrative design
- Gameplay Scripting (visual scripting, C#, Lua, and Java)
- Sound integration
- Sound mixing and mastering
- Dialogue writing
- Musical Composition
- 3D modeling
- 3D printing
- Teaching

### TECHNICAL DESIGNER • STRAY KITE STUDIOS • UNREAL 4/5 • 2021-PRESENT

- Designed gameplay, cinematics, systems, and levels for a web-hosted AAA title (currently unannounced)
- Interfaced between designers and programmers on the implementation of design tool requests
- Feature owner of one of four gameplay modes from idea to final product, including directing the nativization of blueprints to code
- Interfaced with directors and executives at the contract-holding studio to bring ideas through a rigorous approval process

### AUDIO DESIGNER/IMPLEMENTER • GROOVE JONES LLC • SWASHBUCKLER • UNITY • 2021

- Designed, mixed, and mastered over 150 sound effects and music
- Designed and programmed audio for 8 environments with themes ranging from sci-fi to fantasy
- Assisted and executed recording sessions for music, foley, and VO
- Programmed audio for fully animated characters and enemies in networked multiplayer VR

### GAMEPLAY/SOUND DESIGNER • PUZZLE BOX PALACE • UNREAL • 4 MONTHS (2020), 12 DEVELOPERS

- Designed puzzle gameplay mechanics that were used in all levels
- Designed and constructed levels including level animations
- Created, implemented, and balanced custom sound effects and soundtrack for a first-person puzzle game
- Blueprinted all sound integration in Unreal

### SOUND DESIGNER • HABERDASHERS • UNREAL ENGINE 4 4 MONTHS (2020), 58 DEVELOPERS

- Created custom sound effects and soundtrack for a console-style racing game
- Planned and executed custom sound architecture
- Led integration into game using Unreal 4 Blueprints

## EDUCATION

MASTERS OF INTERACTIVE TECHNOLOGY: DESIGN • MAY, 2021

SOUTHERN METHODIST UNIVERSITY: GUILDHALL

BACHELOR'S DEGREE IN EMERGENT DIGITAL PRACTICES • MAY, 2019

UNIVERSITY OF DENVER

Japanese language minor

## HOBBIES/INTERESTS

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SEWING • ANIME/MANGA • ASL STUDENT • MUSIC COMPOSITION • WRITING •

JAPANESE • FRENCH • ART ANALYSIS/CRITICISM • WOODWORKING • SCUBA DIVING

## STAY IN TOUCH!

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### PORTFOLIO:



[www.sierraclark.com](http://www.sierraclark.com)

### LINKEDIN:



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### EMAIL



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