



shriek studios

# Steven M. Green

sound designer

www.shriekstudio.com



Education

- + Michigan Technological University  
Graduation: December 2014  
B.A. Sound Design
- + School of Video Game Audio:  
Fmod, Wwise



Awards

- + Kennedy Center American College  
Theater Festival Certificate of Merit in  
Sound Design - *Baby with the Bathwater*



Contact

- + 248-874-5879
- + GreenSteveM@gmail.com

## Projects

### What Remains Of Edith Finch

*Giant Sparrow*

August 2016 – Present

I have been tasked with leading other sound designers in the overall direction, production and quality of the game. I'm in charge of integrating all of the audio through Wwise into Unreal Engine 4, as well as integrating all music and VO, while directing the workflow and deliverables as well.

### Full Throttle/Wwise Consultant

*Double Fine Productions*

September 2016 – Present

I consult for the Double Fine audio team as well as their audio programmers in the nuances of Wwise and its integration with the Unreal Engine 4 game engine, in particular for their upcoming Psychonauts franchise. My role in remastering the 1995 Lucas Arts title, "Full Throttle" through Double Fine Productions has been strategically remastering old asset files while adding flare to them in order to stay true to the original sound of the game while adding more depth to it.

### ABZÛ

*Giant Squid Studios*

January 2015 – July 2016

Created all of the sound design and its implementation in collaboration with music into Unreal Engine 4 using Wwise. Worked within an underwater setting and created stylized sounds for fish, water, movements and more. Published by 505 Games, released August 2, 2016.

### Elsinore

*Golden Glitch*

August 2015 – Present

Remotely create all of the sound design and its implementation in collaboration with music into Unity 5 using Wwise. Release date Spring 2017.

### Albert & Otto

*K2 Bros*

March 2015 – February 2016

Remotely create all of the sound design and its implementation in collaboration with music episodically into Unity 5 using Fmod Studio. Chapter 1 Released October 2015 on Steam.

## Experience

### In-House Sound Designer

*Giant Squid*

January 2015 – July 2016

In charge of audio implementation, creation and final quality for Giant Squid's games.

### Freelance Sound Designer

*Shriek Studios*

September 2013 – Present

Created own sound studio to begin work on a variety of video games, projects and clients.

### Mixing Engineer

*Above The Bridge Records*

January 2013 – December 2013

Recorded, mixed and mastered various types of compositions and artists.

### Disc Jockey

*91.9 FM WMTU*

January 2013 – November 2014

Oversee radio station and in charge of providing an entertaining playlist of music for the local listening area while maintaining organization and abiding radio broadcasting laws.

### Sound Designer

*Husky Games*

September 2013 – December 2015

Student run organization with the intent of creating games. Was in charge of multiple small games' audio.

## Software Knowledge

Wwise  
FMod  
Pro Tools  
Nuendo  
Logic Pro  
Reason  
Reaper  
Sound Forge