

HOVIG SARKISSIAN

hovsarkissian@gmail.com | hovsarkissian.com
Santa Monica, United States 90405
(310) 633-3696

PROFESSIONAL SUMMARY

Looking to join and collaborate with an audio team to foster and expand technical experience in sound design and audio implementation and creatively contribute to game development.

SKILLS

- **DAW:** Reaper, Pro Tools, Ableton Live
- **Middleware:** Wwise, FMOD, Unreal Blueprint
- **Engine:** Unity, Unreal Engine 4/5
- **Plugins/Software:** Serum, Phase Plant, Izotope RX9, Kilohearts, Soundtoys, Tonstrum, Fabfilter, etc.
- **Programming:** Basic C#
- Mixing and Mastering
- Record, edit, **design** high-quality **audio assets** through **foley, field** recording, and **synthesis** in line with given creative vision or project
- Experience with industry standard **recording and microphone** techniques for studio and location work
- **Sound library** and asset classification and **management**

WORK HISTORY

Windmark Recording | Runner Assistant - Santa Monica, CA
Assist with set up/tear down of recording sessions and doing runs and errands for industry clients

Foreward Productions | Audio Intern - Culver City, CA
Assist with setting up mics, patch bay, and equipment for recording sessions

Danny Cocke Music | Audio Assistant - Los Angeles, CA
Assist with audio editing for film composer/sound designer Danny Cocke

EDUCATION

University of California, Riverside - Riverside, CA
Bachelor of Arts: Music

Citrus College - Glendora, CA
Associate of Arts: Recording Technology

School of Video Game Audio – Online Course

AFFILIATIONS

Game Audio Network Guild | Audio Engineering Society | GDC Conference Associate