

Aidan Van Burger

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OBJECTIVE:

Seeking an entry-level/junior game audio position using strong game engine and digital audio production skills.
Available starting August 2024

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development, Magna Cum Laude

Related Courses:

Digital Audio Production (Wwise/Reaper)

Data Structures and Algorithms II (C++)

Interactive Games and Media Production Studio (Wwise/Unity)

Theory and Design of Role Play

SKILLS

Programming Languages: C#, C++, HTML, JavaScript, Java, CSS, Blueprint

Tools: Audiokinetic Wwise, Reaper Audio, Unreal Engine 4/5, Unity, Visual Studio, Git, Perforce

PROJECTS

Changeling VR (Internship)

May 2023 - August 2023

- Worked as a sound designer on a 3D VR mystery game developed in the Unreal Engine.
- Recorded, edited, and mixed sound effects using Reaper Audio.
- Implemented sounds and music using Unreal Engine, Blueprints, and Perforce version control.
- Personally in charge of recording and editing voice acting sessions.
- Maintained communication with art and narrative teams to develop a uniform aesthetic identity.
- Attended multiple daily standups and kept documentation in an agile development environment.

Traumatic Toybox (Academic Project)

January - April 2024

- Performed Sound Design, Art, and QA duties on a survival horror game created in Unity.
- Used audio programming skills and Wwise to implement multiple sound-based mechanics.
- Tested, reported, and documented reproduction steps for bugs.
- Used task management software and attended frequent meetings in a team of six students.

SELECTED WORK EXPERIENCE

Home Goods

August 2019–July 2022

Sales/Backroom Associate

Howell, NJ

- Worked with a team to coordinate inventory and communicate with the front end team.
- Oversaw receiving operations, documented and organized incoming merchandise.
- Trained new team members and collaborated frequently with colleagues with different responsibilities and specialties.

Xana Adhoc

May 2023 - August 2023

Sound Design Intern - Changeling VR

Rochester, NY

- Worked as a sound designer on a team of over 80 developers, artists, technical artists and designers.
- Maintained and updated extensive documentation and task management.
- Attended multiple daily standups with team members and producers.