

Morgan Elder

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Education

University of Michigan – School of Music, Theatre, and Dance (Ann Arbor, MI)
Bachelor of Fine Arts in Performing Arts Technology – GPA 3.7 (Honors)
Minor in Computer Science

May 2023

Skills

Audio: Sound design, Studio/Film recording, Dialogue editing, Foley, Mixing, Adobe Audition, Ableton Live, Reaper
Technical: Wwise, Unity, Oculus VR, C++/C#, Python, Max/MSP, DSP, Git, Atlassian Suite
Languages: English (fluent), Spanish (proficient)

Audio Tech Experience

Production Assistant | *University of Michigan (Ann Arbor, MI)* Jul 2021 – Aug 2023

- Operated online live streams and Zoom webinars for musical performances across several performance venues.
- Set up cameras and operated them manually and remotely with Blackmagic AV switchers and ATEM.
- Routed and mixed audio signals between stand mics and in-house mics.
- Evaluated ideal camera/mic positionings for unique venues and performance arrangements.

Technical Sound Designer | *WolverineSoft Studio (Ann Arbor, MI)* Aug 2021 – Apr 2023

- Created SFX, music, and C# scripts for 4 game projects at U of M's premier game studio of 40+ members.
- Implemented up to 150+ SFX, music, ambience, and dialogue assets per project via Wwise and Unity.
- Set up RTPCs for dynamically changing music/ambience and SFX filtering to match gameplay.
- Spearheaded the studio's first voiced narrative scenes. Led recording sessions, edited and implemented dialogue.

Audio Lead | *WolverineSoft Studio (Ann Arbor, MI)* Jan 2022 – Jan 2023

- Oversaw all audio assets for 2 game projects by providing feedback to sound designers and composers.
- Delegated audio tasks with Jira, managed game docs with Confluence, and merged pull requests with Bitbucket.
- Managed audio asset lists and audio design docs for reference and communication across the audio team.
- Onboarded and prepared tutorials for new team members to implementation techniques in Wwise and Unity.

Post-Production Sound Intern | *Soundopolis (Ann Arbor, MI)* May 2022 – Aug 2022

- Designed multi-layer SFX (e.g. car crash scene) in Adobe Audition for a short film.
- Edited multi-track dialogue for short films with iZotope RX and ProTools.
- Performed foley and recorded field recordings for a short film.
- Developed abstract multi-layer SFX sequences for the demo audio track of an SFX library.

Recording/Mixing Engineer | *Branch Out (Short Film) (Ann Arbor, MI)* Sept 2021 – Mar 2022

- Planned audio timeline and collaborated with director and musicians from project start to finish.
- Operated boom and wireless lavalier mics to record dialogue and production SFX.
- Managed post-production ADR sessions in audio studio.
- Edited and mixed dialogue, SFX, and music tracks into a final audio mixdown.

Additional Experience

Underwriter | *United Wholesale Mortgage (UWM) (Pontiac, MI)* Oct 2023 – Aug 2024

- Collected and analyzed applicant's financial history and records to clear conditions for loan approval.
- Provided elite client service to mortgage loan officers and brokers, over phone and email, answering questions on loan status and advising on effective alternatives on application.
- Maintained knowledge of and adhered to investor guidelines and federal lending policies.

Grader for Video Game Music Course | *University of Michigan (Ann Arbor, MI)* Sept 2020 – Apr 2023

- Assessed assignments for over 80 students for quality and completeness.
- Provided students feedback and logged grades in online reporting system.
- Analyzed grades for trends to report to the professor.