

Colin Kolb

Sound Design and Composition

Sedro-Woolley, WA | 425-359-9048

colin.kolb1@outlook.com | [linkedin.com/in/colinkolb](https://www.linkedin.com/in/colinkolb) | colinkolb.weebly.com

Experience

Sound Design and Dialogue (Divergence – Third Person Shooter) Sept 2022 – Present

- Created numerous sound effects for enemies using Reaper
- Implemented sound effects and dialogue lines using Unreal Engine 4 and Wwise
- Managed dialogue system while coordinating closely with the narrative designers
- Recorded, edited, and implemented dialogue

Sound Design and Composition (Mother – Film Project) Sept 2022 – Dec 2022

- Created several sound effects using reaper using variety of different effects and editing techniques
- Scored orchestral strings for a 3 minute animated film using Reaper
- Maintained an effective audio pipeline and coordinated a delivery schedule to ensure a smooth production process

Sound Design and Audio Lead (Runes of Legacy – Top-down Rogue-lite) Sept 2021 – Apr 2022

- Created and implemented hundreds of assets using Logic Pro X, Wwise, and Unity
- Built a complex spell system in Wwise controlled by numerous states and parameters
- Managed a well-structured audio pipeline through use of an asset spreadsheet and a changelog
- Worked closely with an audio programmer to ensure all assets were being implemented effectively

Programs

- Reaper
- Logic Pro X
- Pro Tools
- Wwise
- FMOD Studio
- Unreal Engine 4
- Unity
- SVN

Skills

- Studio Recording
- C#
- Documentation
- Critical Thinking
- Attention to detail
- Time management
- Communication skills

Education

Bachelor of Arts - Music and Sound Design (3.8 GPA)

Aug 2019 - Apr 2023

DigiPen Institute of Technology, Redmond, WA

Honors & Awards

Deans List (Spring 2020, Fall 2020, Spring 2021, Fall 2022)

The Ciri Foundation Scholarship (Fall 2019, Fall 2020, Fall 2021, Fall 2022)

Life Rank (Boy Scouts of America)