



SKILLS

Engines: Unity, UE5

Middleware: FMOD Studio, AudioKinetic Wwise

Tools: UE Blueprints, Metasounds, Lens Studio, Spark AR

DAWs: Avid Pro Tools, Ableton Live, Logic Pro X, Reaper, Sound Forge

Plug-ins: Waves bundle, iZotope Ozone, iZotope RX, Fabfilter, Soundtoys, Serum

PM Software: Trello, Jira

Version Control: Unity Version Control, Github

Audio Skills: Sound Synthesis, Foley, ADR, Field Recording, Dolby Atmos

QA: Playtesting, Debugging

Platforms: PC, Console, Mobile, AR, VR



EDUCATION

Bachelor's (BFA): University of Cincinnati, College Conservatory of Music

Master's (MFA): Berklee College of Music

Drew Marcum

Sound Designer: www.drewgmarcum.com

Sound designer and audio lead with 9 shipped titles and 6+ years of experience creating interactive audio systems for games. Music Technology professor, modular synth enthusiast, and composer with 50M+ streams and credits with The Chainsmokers, Deadmau5, Seven Lions, and more.



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WORK EXPERIENCE

Video Game Sound Designer Contractor

01/2019 - Present

Achievements/Tasks

- **Crystal Commanders:** Audio director, lead technical sound designer, and voice director for Meta-funded RTS. Led creation of in-game dynamic music systems, casting/dialogue, ambience, and overall audio direction. Utilized Meta Spatializer plug-ins, HRFT, Acoustic Ray Tracing. (March 2025 release on Quest 3 and 3s)
- **Ra Ra Boom :** Sound designer, music designer, and voice director for beat-em-up. Created dynamic music systems for combat music, edited and mixed all dialogue, mixed all cutscenes. Worked with technical sound designers to ensure SFX and voice were implemented properly. (XBOX 2025)
- **Tiny Motors Arcade:** Audio lead and sound designer for mixed-reality vehicle-challenge game built for Snap Spectacles hardware (2024 release)
- **Death and Tactics :** Audio lead, technical sound designer, composer for rogue-like dungeon crawler (2026)
- **John Wick Table Stakes :** Sound Designer and audio lead - tasked with converting existing movie music & SFX into mixed-reality game assets
- **Jasper's Archery Challenge:** Sound designer for wave-based AR archery game.
- **Diggo:** Sound Designer and composer for mobile strategy game.
- **Sushi Snag :** Sound designer for mobile AR game, assist with implementation.
- **Table Choppers:** Sound designer for AR strategy game.

Sound Designer / Composer Play Audio Agency (Formerly Gwynne Sound)

08/2020 - Present

Award Winning Sound Agency (2 Grammy Nominations, 2 International Sound Awards)

Achievements/Tasks

- **UI Sound Design:** Create original sonic UI assets for electronic devices (wearables, apps, audio logos, and more).
- **Linear Sound Design:** Sound design for broadcast, digital advertisements, film, and consumer businesses.
- **ADR:** Lead dialogue re-recording sessions for film/TV (Disney, Pixar, and Blumhouse).
- **Mixing Engineer:** Mixing daily in Dolby Atmos certified room, linear audio mixing for TV and film.
- **Music Composition:** Create original music for brands, and use field recordings/found sounds to create original brand music identity.



WORK EXPERIENCE

Professor of Music Technology

Northern Kentucky University

08/2023 - Present

Achievements/Tasks

- **Professor of Music Technology I & II:** Teaching students sound design, sound synthesis, interactive audio, and composition for both linear and non linear media using the latest tools and technology.

Freelance Sound Designer / Composer

Drew Marcum

01/2020 - Present

Achievements/Tasks

- **Sound design for Splice Sounds:** Design SFX packs from scratch for producers/film makers to use. 'Into The Woods' pack peaked at #15 on Splice charts.
- **Compose, produce, and mix music for TV and film:** Apple TV+, MTV, HBO
- **Artist Collaborations:** Created official remixes for The Chainsmokers, Deadmau5, Seven Lions.

Audio Engineer Intern

Gwynne Sound

01/2019 - 05/2019

Achievements/Tasks

- Completed Audio Engineering training in 5.1 room & composed original sounds for brands.

Audio Engineer Intern

Swedespot Studio

08/2018 - 12/2018

Achievements/Tasks

- Audio Engineer intern at Swedespot studio. Responsibilities included session prep: setting up microphones, routing signal chain via patch bay, checking levels, assisting with mix process, troubleshooting.

A&R Intern

Downtown Music Publishing

06/2018 - 08/2018

Achievements/Tasks

- Talent scout for Andrew Gould at Downtown Music Publishing. Finding upcoming artists, writers, and producers via social media and streaming channels.