

# Drew Marcum

Sound Designer

Online Portfolio: [www.drewgmarcum.com](http://www.drewgmarcum.com)



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Cincinnati, United States

## SKILLS

Audiokintetic Wwise 101 Certification

FMOD Studio

Pro Tools, Ableton Live, Logic Pro X, Reaper, Sound Forge

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

Sound Synthesis

Jira

Unity

Dolby Atmos

Unity Version Control

Git

## EDUCATION

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

Master's (MFA): Berklee College of Music

## WORK EXPERIENCE

### Video Game Sound Designer Contractor

01/2022 - Present

*Achievements/Tasks*

- Meta Quest III Game: Lead sound design & implementation for Meta-funded mixed reality game.
- Ra Ra Boom: Sound designer, composer, and character voice designer for all cutscenes.
- Death and Tactics: Audio director, sound designer, and composer for dungeon crawler.
- John Wick Table Stakes: Sound Designer, converting branded movie SFX into AR game.
- Jasper's Archery Challenge: Sound designer for wave-based AR archery game.
- Sushi Snag: Sound designer for online AR game, assist with implementation.
- Table Choppers: Create original SFX for AR game.

### Professor of Music Technology Northern Kentucky University

08/2023 - Present

*Achievements/Tasks*

- Professor of Music Technology I & II. Teaching sound design, interactive audio, and composition for both linear and non linear media.

### Sound Designer / Producer Play Audio Agency (Formerly Gwynne Sound)

08/2020 - Present

*Award Winning Sound Agency (2 Grammy Nominations)*

*Achievements/Tasks*

- Sound Design: Create original sonic assets for broadcast, digital advertisements, film, and consumer businesses.
- ADR Engineer: Lead dialogue recording sessions for film/TV (Disney, Pixar, and Blumhouse).
- Mixing Engineer: Mix radio spots, podcasts, broadcast TV commercials (5.1 and Dolby Atmos).

### 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.
- Compose, produce, and mix music for TV and film (placements include Apple TV+ and MTV).

### Audio Engineer Intern Gwynne Sound

01/2019 - 05/2019

*Achievements/Tasks*

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