



DEVON BIRD

SOUND DESIGNER - COMPOSER - AUDIO ENGINEER

Game audio combines my passions for sound, music, and creating audio systems with my love of gaming. Contributing to team projects inspires me and is the reason I am dedicated to advancing my career in game audio design. Currently, as Chief Engineer at Digital Sound Magic Recording Studios (DSM), I am responsible for sound design, music composition, directing voice talent, recording, editing, and full audio post production for a variety of mobile game, film and TV projects. Check out my sound design reel at devonbirdaudio.com.

EXPERIENCE

**Digital Sound Magic
Recording Studios**
2017-Present

CHIEF ENGINEER

- Worked with the game developers at IGG (a global mobile game company) doing Sound Design and Wwise Implementation for an unreleased mobile game title
- Solely responsible for the full audio production of 5 Cinematic shorts for IGG
- Project lead and mixer for an english dub of Jungle Emperor Leo
- Recorded, edited, and mixed dialogue for 50+ TV episodes of "Lunch ON!"
- Work well independently and leading the DSM team
- Responsible for projects from initial recording to delivery to the client

Paddle Force - 2018

GAME AUDIO DESIGNER

- Indie game sound design, music composition, and Wwise audio implementation

**The Art Institute of
Vancouver** 2016 & 2017

SOUND DESIGNER & COMPOSER

- Sound design and music composition for CAEZR theatre production

Vancouver School Board
2014-2015

MUSIC PRODUCER

- Produced songs for the SUPER POWER abuse prevention program and Valuing Diversity and Defending Human Rights

EDUCATION

**Nimbus School of
Recording & Media**
2016-2017

POST PRODUCTION & GAME AUDIO PRODUCTION (TOP OF MY CLASS)

- ENGR 100 - Music Engineering (with Dean Maher)
- PROD 100 - Music Production (with Dave Genn)
- PGAP 200 - Post and Game Audio Production (with Dieter Piltz)

TECHNICAL SKILLS

POST PRODUCTION

Dialogue Recording & Editing
ADR Recording
Walla Recording
Foley Recording & Editing
Music Editing
Sound Design
Film Scoring
Film Mixing
BGs Editing

GAME AUDIO

Sound Design
Music Composition
Audio Implementation using Wwise and Fmod

ENGINEERING

Microphone Selection and Placement - Full
Band Setup
Stereo Miking Techniques
Project File management

CONSOLES

SSL G Series
AWS 9000
Avid S6

DAWs

Pro Tools - power user
Logic
Nuendo

REFERENCES

SANDY HUGHES - sandy.mclean@hotmail.com - 604 500 7049 - (Past DSM Supervisor - Currently Audio Artist at EA)

JEFF HILMAN - jhilman@live.ca - 250 858 6111 - (Nimbus Grad, Sound Designer at Respawn Entertainment)

DIETER PILTZ - dpiltz@gmail.com - 604 318 7551

(Nimbus instructor, Audio Artist at EA and Blue Castle Games, Studio Audio Director at Capcom, [IMDB](https://www.imdb.com/name/nm1045744/))

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