

# Dillon Terry

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## WORK EXPERIENCE

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### Nice Dream Games

Jan. 2022 – Present

*Audio Lead, Composer, Game Designer*

*Los Angeles, CA*

- Core member of a team of 8 that developed the Tribeca and SXSW Sydney award-winning game Goodnight Universe.
- Involved from the inception of the project, created prototypes of audio-based gameplay that influenced the direction of the game and narrative.
- Used Wwise, Unity, Playmaker, and Reaper to create and implement every single audio asset and system in the game.

### Goodbye World Games

Jan. 2019 – Jan. 2022

*Audio Lead, Composer, Game Designer*

*Los Angeles, CA*

- Core member of a small team that developed and shipped the BAFTA award-winning game Before Your Eyes.
- Directed the audio experience, handling creation and implementation of all sounds.
- Used Wwise and Unity to implement audio and create dynamic music systems.

### Freelance Audio and Composition

Jan. 2015 – Present

*Audio Specialist*

*Los Angeles, CA*

- Sound design, mixing, scoring, dialogue editing, and technical audio on various game, film, and commercial projects.
- Clients include Apple, Riot, Nature's Bounty, BKOM, PropelVR, CHOXIEE, Consensus Media.
- Projects premiered at SXSW and Sitges film festivals.

## EDUCATION

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### Santa Monica College

*Santa Monica, CA*

## TECHNOLOGIES & INTERESTS

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- **Technologies:** Reaper; Wwise; Fmod; Unity; Unreal; Soundminer; Pro Tools; Ableton
- **Interests:** Field Recording; Video Games; Modular Synthesis; Movies; Manga; Walks