Jake Hyland

Composition & Composition

- Sound Design and Writing -

Jakehyland001@gmail.com - greyhillsproductions.com
507-396-3105

Projects

- Audio Lead on "A Cog in the Cosmic Machine" (2020-2021)
  - Game Design capstone project
  - Creation & implementation of audio assets
  - Directed VO in person & asynchronously
- Audio Designer on "Hacker Boy" (2020)
  - Ludum Dare game jam submission
  - Composed music and sound effects
- Game & Audio Designer on "Yarnover" (2019)
  - Puzzle-based level design
  - Composed music and sound effects
- Composer on Bandcamp
  - 4 released albums
- Published Works
  - Stories in *Loomings* and *Broadside* Literary Arts Journals

Education - Bradley University (2017-2021)

- Bachelor of Science in Game Design
- Summa Cum Laude graduate
- Minor in Entrepreneurship & Innovation
- Minor in Creative Writing

Skills & Proficiencies

- Audio
  - Adobe Audition • Audacity • Reaper • Acid Pro Studio • Kontakt 6
  - Sci-fi SFX • Chiptune Soundfonts • Native Instruments Libraries
- Game Development Tools
  - Unity • ProBuilder • GitHub • Jira • Twine • RPG Maker
- Writing
  - Google Docs • Fiction • Short Stories • Technical Documentation

Passions & Hobbies

- TTRPGs
  - Dungeons & Dragons 5e • Lancer • Mutants & Masterminds 3e
- Instruments
  - Auxiliary Percussion • Harmonica • Piano
- Authors & Artists
  - Kurt Vonnegut • Billy Joel • Denis Johnson • Kentaro Miura