

# GLENN GULLSKJEGG GOA

Småberget 20, Ålgård, Norway, Gjesdal 4330  
Cell: +4799168611 - Glenn\_Goa@soundwizardry.com

<http://www.soundwizardry.com>    <http://www.imdb.com/name/nm3701088/>

## PROFESSIONAL SUMMARY

---

Technical sound designer offers 10+ years in professional audio work, and 6+ years of video game and film industry experience, including pre- and post-production elements of audio, audio implementations, audio bug testing, voice directing, voice acting, dialogue editing, sound mixing, and mastering.

## SKILLS

---

- Technical Sound Designer
- Foley Artist
- Audio Lead
- Dialogue Editing
- Audio Bug Tester
- Voice Actor
- Voice Director
- Sound Mixer and Mastering
- Music Producer
- Fmod
- Wwise
- Fabric
- Reaper
- Pro Tools
- Nuendo
- Audacity
- Izotope RX

## WORK HISTORY

---

- 01/2015 to Current    **Audio Lead, Technical Sound Designer, Audio Programmer, Voice Director, Voice Actor, Composer**  
**Frostburn Studios** – Kalamazoo, Michigan
- Sound designed, provided Foley, implemented using Fmod, and bug tested audio for the video game "Heroes of Newerth."
  - Wrote scripts for heroes, skins, and announcer packs.
  - Voice directed, engineered, edited, and implemented voice overs.
  - Composed, produced, and implemented music.
  - Scripted and programmed audio functions.
  - Mixed and mastered the soundscape.
- 09/2014 to Current    **Technical Sound Designer**  
**Donkey Crew** – Ireland
- Sound designed, provided Foley, and implemented audio using Fmod for the video game "Of Kings and Men".
  - Mixed and mastered the soundscape.
- 07/2008 to Current    **Freelance Sound Designer, Foley Artist and Sound Mixer**  
**Hive Division** – Asolo, Italy
- Sound designed, provided Foley, and mixed the following online videos:
- MGS: Philanthropy
  - MGS: Philanthropy part 2
  - Rainbow Six: Real life
  - Battlefield 1: Real life
  - In Memoria
- Sound designed, provided Foley, and mixed the following commercials:
- Unox
  - PWC
  - Enel
- 02/2016 to 07/2016    **Sound Designer, Voice Actor and Foley Artist**  
**Lizzia Xu & Ying Wu** – USA
- Provided sound design, voice over, and Foley for the movie "Spellbound."
- 06/2014 to 06/2014    **Sound Designer, Foley Artist, Voice Actor**  
**Toniko Pantoja** – USA
- Sound designed, provided Foley, and voice over for the movie "Tiny Nomad."

- 05/2012 to 05/2012    **Sound Mixer**  
**Ryan Connolly – USA**
- Sound mixed the movie "Tell."
- 08/2011 to 01/2015    **Audio Lead, Technical Sound Designer, Audio Programmer, Voice Director, Voice Actor, Composer**  
**S2Games – Kalamazoo, Michigan**
- Sound designed, provided Foley, implemented using Fmod, and bug tested audio for the video game "Heroes of Newerth."
  - Wrote scripts for heroes, skins, and announcer packs.
  - Voice directed, engineered, edited, and implemented voice overs.
  - Composed, produced, and implemented music.
  - Scripted and programmed audio functions.
  - Mixed and mastered the soundscape.
- 07/2010 to 01/2011    **Voice Actor, Sound Designer**  
**Fight My Monster – England**
- Voiced and sound designed monsters for the website "Fight My Monster."
  - Provided voice overs and sound design for TV commercial for the website "Fight My Monster."
- 01/2010 to 01/2011    **Voice Actor, Sound Designer, Foley Artist, Sound Editor and Dialogue Editor**  
**Flyingword Inc. – USA**
- Interactive Audio books for iPad:
- Narrated: "Treasure Island", "Wizard of Oz", "Peter Cottontail", "Twas the night before Christmas."
  - Sound designed, provided Foley and sound edited: "Treasure Island", "Wizard of Oz", "Peter Cottontail", "Twas the night before Christmas", "Twinkle, Twinkle, Little Star."
- 01/2007 to 01/2010    **Sound Design**  
**Firebolt Production – Sweden**
- Provided sound design for online videos targeted at video gamers.

## ADDITIONAL INFORMATION

---

- Can create scripts in Reaper.
- Expert knowledge, experience, and understanding of: Notepad ++, Unity, Unreal Engine, Perforce, Tortoise SVN, Google Docs, Jira, and Confluence.
- Can program in Java.
- Fast learner.
- Works well under pressure.
- Speaks English, Norwegian, Danish, and Swedish fluently.
- Can carry a conversation in Japanese, Russian, Icelandic, and Italian.
- Upcoming book release in 2017.

## ACCOMPLISHMENTS

---

- Sound designed more than 5000 original sound effects for the video game "Heroes of Newerth."
- Wrote over 200,000 lines of dialogue for the video game "Heroes of Newerth."
- Created, edited, implemented, bug tested audio, and wrote dialogue for new content, for over 6 years, with a deadline of 2 weeks per content patch, for the video game "Heroes of Newerth."

## EDUCATION

---

- 2014                    **Finished course: Audio Engines and Implementations**  
**Fmod, Wwise and Fabric - Online**
- 2006                    **High School Diploma:**  
**Gand Vidergående - Norway**

## HOBBIES

---

- Video games
- Blacksmithing
- Viking reenactment
- Mead brewing
- Writing