

# GLENN GULLSKJEGG GOA

Norway

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## PROFESSIONAL SUMMARY

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Technical sound designer offers 11 years in professional audio work, ranging from video games to the film industry. Including audio pre and post-production elements, audio implementations, audio bug testing, voice directing, voice acting, dialogue editing, sound mixing, audio programming, and mastering.

## SKILLS

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- Technical Sound Designer
- Foley Artist
- Audio Lead
- Dialogue Editing
- Audio Bug Tester
- Voice Actor
- Voice Director
- Sound Mixer and Mastering
- Music Producer
- Audio Programming in C#
- XML Scripting
- LUA Scripting
- Fmod
- Wwise
- Fabric
- Unity
- Unreal
- Reaper
- Pro Tools
- Nuendo
- Audacity
- Izotope RX

## WORK HISTORY

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01/2015 to Current

### Technical Sound Designer

**Frostburn Studios** – Kalamazoo, Michigan

- Sound designed, provided Foley, implemented using Fmod, and bug tested audio for the live service video game "Heroes of Newerth."
- On and off-site.
- Audio lead for several composers and sound designers.
- Trained sound designers.
- 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 using XML and LUA.
- Mixed and mastered the soundscape.

07/2008 to Current

### Sound Designer

**Hive Division** – Asolo, Italy

Freelance contract.

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
- Dreams of Blue

Sound designed, provided Foley, and mixed the following commercials:

- Unox
- PWC
- Enel

03/2018 to 03/2018

### Voice actor

**Silas** – Ålgård, Gjesdal

For the TV commercial of "World of Tanks 1.0" shown on Norwegian television:

- Narration
- Dialogue editing

- 08/2017 to 03/2018 **Technical Sound designer**  
**Reset Studios** – Kalamazoo, Michigan  
The mobile phone game: "Steven Universe - Tap Together." Released on iOS and Android devices:
- Sound designed using Reaper
  - Programmed in C#
  - Implemented audio into Unity using the Unity audio engine
  - Composed music using Reaper
  - Mastered the final audio using Reaper
- 11/2017 to 02/2018 **Sound Designer**  
**Garena Interactive** – Singapore  
For their internet commercial of the mobile phone game: "FreeFire - Battlegrounds."
- Sound Designer
  - Foley Artist
  - Dialogue Editor
  - Voice Director
- 09/2014 to 02/2016 **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.
- 02/2016 to 07/2016 **Sound Designer**  
**Lizzia Xu & Ying Wu** – USA
- Provided sound design, voice over, and Foley for the movie "Spellbound."
- 06/2014 to 06/2014 **Sound Designer**  
**Toniko Pantoja** – USA
- Sound designed, provided Foley, and voiceover 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 **Technical Sound Designer**  
**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 using XML and LUA.
  - Mixed and mastered the soundscape.
- 07/2010 to 01/2011 **Sound Designer**  
**Fight My Monster** – England
- Voiced and sound designed monsters for the website "Fight My Monster."
  - Provided voiceovers and sound design for TV commercial for the website "Fight My Monster."
- 01/2010 to 01/2011 **Sound Designer**  
**Flyingword Inc.** – USA  
Interactive Audiobooks for iPad:
- Narrated: "Treasure Island," "Wizard of Oz," "Peter Cottontail," "Twas the night before Christmas."
  - Sound designed, provided Foley and sound editing: "Treasure Island," "Wizard of Oz," "Peter Cottontail," "Twas the night before Christmas," "Twinkle, Twinkle, Little Star."
- 01/2007 to 01/2010 **Sound Designer**  
**Firebolt Production** – Sweden
- Provided sound design for online videos targeted at video gamers.

## ADDITIONAL INFORMATION

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- 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 C# as well as Java.
- Fast learner.
- Works well under pressure.
- Speaks English and Norwegian fluently.
- Understands Danish and Swedish fluently.
- Can carry a conversation in Japanese.

## ACCOMPLISHMENTS

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- Creative Problem Solving:  
Resolved product issue through consumer testing.
- Audio Lead  
Lead a team of two sound designers and four composers.
- Secured a nomination for "Tiny Nomad" for the Best Sound Editing award.
- 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 six years, with a deadline of two weeks per content patch, for the video game "Heroes of Newerth."

## EDUCATION

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2016	<b>Bachelors Online: Audio Production</b> Full Sail University - Winter Park, FL
2012	<b>Bachelor of Arts: Media Communication</b> University of Stirling - United Kingdom, Scotland
2014	<b>Finished course: Audio Engines and Implementations</b> Fmod, Wwise, Unreal and Fabric - Online
2006	<b>High School Diploma:</b> Gand Vidergående - Norway

## HOBBIES

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