

JOSHUA (SCHWA) ALVAREZ

Experience:

Sound Designer

Feb 2022—Nov 2025

Obsidian Entertainment

Irvine, CA

- Designed and implemented immersive sound effects and environments for 2 AAA titles, *Avowed* and *Outer Worlds 2*, actively managing the audio content from its conception to its implementation and final mix into the games.
- Working with Blueprint in Unreal Engine to both implement audio and fix bugs
- Collaborating and communicating with teams like art, programming, and level design to create the best audio product possible
- Working with teams ranging from 3 to 10 people, supporting each other and taking the lead when necessary.
- Writing up and fixing hundreds of bugs
- Working with Triton Acoustics (formerly Project Acoustics) to program and implement their acoustics engine into the game

Audio Engineer

Feb 2021—Feb 2022

Voices Now

Salt Lake City, UT

- Recording language overdubs, ADR, and voiceovers for *Voices Now*, a Salt Lake based audio voiceover company.
- Working with a Director and Talent, both in person and online (through Source-Connect).

Sound Design (Freelance)

Nov 2020—Feb 2021

BYUtv's Relative Race

Provo, UT

- Sound Designed the background and foreground sounds for Season 7 of *Relative Race*, one of the most popular shows on BYUtv.
- Mixed and panned the sound effects in stereo and 5.1

Post-Production Sound Designer and Audio Mixer

Feb 2020—Jan 2021

BYU Broadcasting

Provo, UT

- Designed SFX for live shows, tv shows, and radio dramas for BYUtv and BYUradio.
- Edited and mixed audio in stereo and 5.1 surround for shows and promos on BYUtv's broadcasting network, a network with millions of viewers all around the world.
- Worked on popular shows such as *Dwight in Shining Armor*, *Studio C*, and *Relative Race*.
- Recorded ADR, Foley, and Music for various promo projects and shows for the network.

Technical Skills:

- Unreal Engine 5
- Unreal Metasounds and Blueprint
- Wwise
- Reaper
- Avid ProTools
- iZotope RX
- Logic Pro

Education:

Brigham Young University

Dec 2020

Bachelor of Arts: Media Arts (Film) , Emphasis in Post-Production Audio/Sound Design