

# YANN JOSLIN

## AUDIO ARTIST

I'm a self-driven audio artist with a passion for creating dynamic audio and learning how to create leading edge audio experiences. Searching for a collaborative, innovative and high quality workplace to contribute my abilities and develop my skills further.

## HOW TO CONTACT

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## EDUCATIONAL HISTORY

### Vancouver Film School (2019-2020)

*Diploma in: Sound Design for Visual Media*

### Unity (2020)

*Unity Certified User: Programmer*

### Highschool Diploma

*Dual Dogwood (Immersion Francaise)*

## SKILLS

### - Audio Middleware

- Wwise
- Fmod

### - Coding languages

- Python
- C#

### - Visual Scripting

- Max/MSP
- Blueprints
- Reaktor

### - Game Engines

- Unity
- UE4

### - Source Control

- Perforce
- Github

### - Digital Audio Workstations

- Reaper
- Pro Tools
- Ableton

### - Other Programs

- Jira
- Microsoft Office
- Google Suite

Referrals upon request

### Audio Artist - EA - Skate (11/2020 - 02/2021 - 9 months)

**Skills:** Python, Jira, Perforce, Visual Scripting, ImGui

- **Dynamic Audio Transition System:** Recorded, edited and designed assets for a sophisticated system that seamlessly transitions audio in real-time between various states of skateboarding. This innovative system enhances the overall skateboarding experience by adjusting audio dynamics to match the unique characteristics of each skateboarding scenario, creating an immersive atmosphere and authentic experience.
- **Innovative Interactive World Concepts:** Spearheaded dynamic audio interactions, connecting objects, the environment, and players, ushering in audio interactivity within the game's world. This encompassed the implementation of features like resonance, creaking sounds, and one-shots triggered by player or object collisions and interactions.
- **Customization Audio:** Developed a system and created prototype assets to facilitate the addition of dynamic audio to players' skateboards and clothing based on cosmetics, paving the way for future monetized customization and further enriching the skateboarding gameplay experience.
- **Test Environments:** Created test environments and automated tests to validate audio system functionality. These tests not only ensured that audio systems were operational but also facilitated targeted mixing of specific audio components, including player and skateboard foley, movement sounds, and surface interactions.
- **Versatile Audio Artist:** Leveraged my variety of experience to be a valuable and versatile team member, being able to contribute to sound effects, ambience, foley, dialog, and technical tasks.
- **Dialog Workflow:** Aided in remote dialog recording sessions, editing, and implementation.

### Technical Audio Artist - EA - College Football (11/2020 - 02/2021 - 9 months)

**Skills:** Python, Jira, Perforce, Visual Scripting, ImGui, Google Sheets

- **Curating Content:** Curated football game recording's audio for valuable reactions.
- **Bug Resolution:** Proficiently identified and resolved intricate software bugs.
- **Remote Collaboration:** Facilitated effective remote team communication, ensuring clear
- **Innovative Audio Sequencing Script:** Created a script to generate unique audio sequences for various sports teams, replicating the atmosphere of live college football games. This simplifies soundscapes for sports events and makes content editing easier for non-technical team members.

### Audio Lead - Vancouver Film School - The Forgotten Sun (2019)

**Skills:** Wwise, Unity, Perforce

- **Fantasy Sound Design:** Recorded and designed a variety of fantasy magic sound effects and monster foley, immersing players in a rich and captivating audio environment.
- **Character Voice Creation:** Recorded, designed, and seamlessly integrated all dialogue, crafting unique voices for multiple in-game characters, contributing to a diverse and engaging narrative experience.
- **Team Leadership:** Directed and managed a team of three sound designers, ensuring efficient workflow and high-quality audio output.
- **Dynamic Music Implementation:** Edited and implemented an adaptive music system, utilizing parameters to adjust intensity based on in-game variables such as the number of enemies or the boss's health state, enhancing player immersion.

## LINEAR AUDIO

### Sound Designer - VFS - Metro Exodus Trailer Re-design (2020)

- **Comprehensive Game Trailer Sound Redesign:** Executed a complete overhaul of sound elements, including recording, editing, and 5.1 mixing, for the "Metro Exodus - Artyom's Nightmare" game trailer.
- **Resource Management:** Successfully allocated limited time and resources, optimizing the utilization of plugins and access to 5.1 audio rooms to achieve top-quality sound design and mix.
- **Dialogue and Russian Walla:** Skillfully recorded, edited, and designed dialogue and Russian walla, elevating the narrative immersion and adding authenticity to the game trailer's audio experience.