

Drew Marcum

Sound Designer

Online Portfolio: www.drewmarcum.com



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Cincinnati, United States

SKILLS

Engines: Unity, Unreal Engine

Middleware: FMOD Studio, AudioKinetic Wwise

DAWs: Avid Pro Tools, Ableton Live, Logic Pro X, Reaper, Sound Forge

Plug-ins: Waves bundle, iZotope Ozone, iZotope RX, Fabfilter, Soundtoys

Sound Synthesis

Jira UE Blueprints

Meta Sounds

Dolby Atmos

Unity Version Control

GitHub Trello

Testing Foley

ADR

Field Recording

EDUCATION

Bachelor's (BFA):
University of Cincinnati,
College Conservatory of
Music

Master's (MFA): Berklee
College of Music

WORK EXPERIENCE

Video Game Sound Designer Contractor

01/2019 - Present

Achievements/Tasks

- **Crystal Commanders**: Audio director, lead sound designer/implementation, and voice director for Meta-funded mixed-reality RTS. Led creation of in-game dynamic music systems, casting/dialogue, ambience, and general audio direction. (December 2024 release)
- **Ra Ra Boom**: Sound designer, music designer, and voice director for beat-em-up releasing on XBOX in 2025.
- **Tiny Motors Arcade**: Audio lead and sound designer for mixed-reality vehicle-challenge game built for Snap Spectacles (2024 release)
- **Death and Tactics**: Audio lead, sound designer, composer for 'auto battle' dungeon crawler.
- **John Wick Table Stakes**: Sound Designer and audio lead - converting movie music SFX into mixed-reality game.
- **Jasper's Archery Challenge**: Sound designer for wave-based AR archery game.
- **Sushi Snag**: Sound designer for online AR game, assist with implementation.
- **Table Choppers**: Sound designer for AR strategy game.

Professor of Music Technology Northern Kentucky University

08/2023 - Present

Achievements/Tasks

- **Professor of Music Technology I & II**: Teaching sound design, interactive audio, and composition for both linear and non linear media.

Sound Designer / Composer Play Audio Agency (Formerly Gwynne Sound)

08/2020 - Present

Award Winning Sound Agency (2 Grammy Nominations)

Achievements/Tasks

- **Sound Design**: Create original sonic assets for electronic devices, broadcast, digital advertisements, film, and consumer businesses.
- **ADR**: Lead dialogue recording sessions for film/TV (Disney, Pixar, and Blumhouse).
- **Mixing Engineer**: Dolby Atmos, linear audio mixing for TV and film

Freelance Sound Designer / Composer Drew Marcum

01/2020 - Present

Achievements/Tasks

- **Sound design for Splice Sounds**: Design SFX packs from scratch for producers/film makers to use.
- **Compose, produce, and mix music for TV and film**: Apple TV+, MTV, HBO

Audio Engineer Intern Gwynne Sound

01/2019 - 05/2019

Achievements/Tasks

- Completed Audio Engineering training in 5.1 room & composed original sounds for brands.