



Robbie Dolan

Senior Sound Designer & Music Composer

rtd3audio@gmail.com

305-968-5725

Seattle, WA

robbiedolan.wixsite.com/home

linkedin.com/in/rtdiii

Experienced Video Game Sound Designer and Music Composer with over 8 years of expertise in crafting immersive audio experiences. Proven leader with a strong musical background and a knack for blending innovative sound design with game mechanics to elevate gameplay and storytelling. Skilled in managing audio teams, collaborating cross-functionally, and driving projects from concept to successful release.

WORK EXPERIENCE

Senior Audio Manager Pipeworks Studios

04/2022 - 09/2024

Eugene, OR

Responsibilities/Games:

- Oversaw and coordinated all aspects of audio development for Pipeworks Studios' Games As a Service projects, managing a team of sound designers and working with outsourcing groups to ensure the highest quality of sound design, music composition, and voice-over deliverables.
- Collaborated closely with clients, game designers, and producers to understand their vision and integrate immersive audio experiences in Unity, Unreal, and proprietary engines.
- *The Walking Dead: Last Mile*
- *Mole Gem Mayhem*
- *RuneScape Survival Game*
- *Marathon*

Sound Designer & Music Composer Lowe Bros. Studios

03/2016 - 04/2022

Orlando, FL

Responsibilities/Games:

- Created unique sound design and music composition for *Indie Pogo* while contributing significantly to character and game design, successfully launching *Indie Pogo* via Kickstarter (October 2017) and Steam (July 2018).
- Contributed and implemented sound design for *Moncraft*, leveraging Wwise and Unity to develop intricate audio systems and elements.
- *Indie Pogo*
- *Moncraft*

Contract Sound Designer Pixel Toys

01/2021 - 08/2021

Leamington Spa, England, UK

Responsibilities/Games:

- Served as Principal Sound Designer for a mobile game installment of a popular integrated media and entertainment franchise, creating and integrating sound effects and music in Unity.
- Collaborated with producers and game designers to develop a comprehensive audio asset list and roadmap.
- *Unannounced Title*

Creative Director Blipsounds

06/2017 - 02/2020

Orlando, FL

Responsibilities/Games:

- Directed creative content for the Blipsounds YouTube channel, co-produced PAX panel presentations, and managed live events to promote innovative audio concepts.
- Oversaw project timelines and creative development through scrum management, ensuring the timely production of engaging audio content and videos.

SKILLS

Sound Design

Music Composition

Audio Leadership

Implementation

Recording

Outsourcing

Game Design

Documentation

Project Management

TOOLS & TECHNOLOGIES

Pro Tools

Reaper

Wwise

FMOD

Unity

Unreal

JIRA

EDUCATION

Bachelor of Arts in Commercial Music Florida State University

08/2010 - 12/2014
Minor in Business

MY INSTRUMENTS

Voice

Piano

Guitar