

# Robbie Dolan

Senior Sound Designer & Music Composer

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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 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
- 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

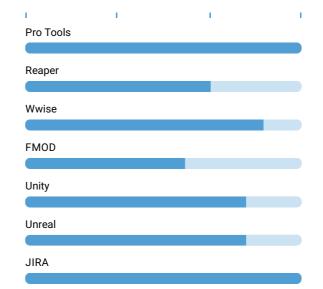
Orlando, FL

- Responsibilities/Games.
- Directed creative content for the Blipsounds YouTube channel, coproduced 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 Audio Leadership Game Design

# **TOOLS & TECHNOLOGIES**



### **EDUCATION**

**Bachelor of Arts in Commercial Music** Florida State University

> 08/2010 - 12/2014 Minor in Business

# **MY INSTRUMENTS**



