

Jake Coyle

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EXPERIENCE

Dead Unicorn

Sept. 2020 - Present

Lead Sound Designer / Composer

- Composed original soundtracks and created immersive sound design for six projects, including gameplay trailers.
- Able to work quickly and diligently to meet short 'Game Jam' deadlines.
- Able and committed to work on long-form projects that take several years to complete.
- Worked closely with the developer to ensure their vision was fully realized.
- Helped 'Return' reach 30,000 wishlists on Steam prior to launch.

Projects: - Blood Running (TBA) Return (May 2023) Garden Defender (March 2022) Revolver (Oct. 2021) Super Alien Abduction (Aug. 2021) Neon Nightmare (June 2021)

Pidwin

Sept. 2023 - Present

Lead Sound Designer

- Crafted compelling sound design for the online casinos Runestake, RBXGold, with another planned site in the works.
- Worked alongside the Director of Product to ensure seamless sound integration.
- Designed sounds that felt rewarding and satisfying to players.

Mike Klubnika Games

May 2022 - Aug. 2023

Lead Composer

- Composed chilling and eerie original soundtracks for multiple projects.
- Used hardware synthesizers, outboard processing gear, and recorded sounds to create a unique atmosphere to match the projects' uneasy and stressful environments.
- Helped 'The Other Side' remain at the top of the 'Featured Games' list on indie game hub, itch.io, which aided in the title being seen by some of the largest game reviewers on Youtube, including Markiplier and JackSepticEye.

Projects: - Tartarus Engine [Unsorted VHS] (Aug. 2023) Concrete Tremor (Jan. 2023) The Other Side (June 2022)

Patch Banks

June 2022 - Aug. 2023

Sound Designer / Sample Pack Composer

- Created / designed the sound of sample packs for the sample library website 'Patch Banks'.
- Recorded hand percussion, household objects, and small instruments that were then processed and turned into drum loops to be bought and sampled.
- Modulated generated sounds to compose ambient soundscapes.

Projects: - Celestial Spaces (Aug. 2023) Melodic Mirage (Feb. 2023) Nu-Fi Beats Vol. 1 - 6 (July 2022-Jan. 2023)

Weatherfused Games

Oct. 2022 - May 2023

Lead Sound Designer / Composer

- Contracted to create the reactive sound design and compose the immersive original soundtrack for 'Xenion', an upcoming title by newly established 'WeatherFused Games'.
- Recorded foley, synthesized sound effects, and crafted sound design to adhere to the developers vision of an interactive video game world.
- Composed a rich and textured soundtrack to further the players immersion into the game's environment.

Komorebi Audio

Aug. 2022 - Oct. 2022

Sound Designer / Sample Pack Composer

- Composed over 200+ unique sounds, including layered melodic compositions and rich drum loops for the UK based 'Komorebi Audio'.
- Used hardware synthesizer and live instruments, along with hardware processors, like effects pedals and a tape deck, to create a sonically unique sample pack.
- Adhered to specified guidelines to ensure seamless distribution to other sample pack sites, including proper file naming, quality recordings, and various other audio specifications.

Projects: Vivid Beats and Occult Electronics (Dec. 2022)

Vincent D'Alessandro Films

April 2022 - May 2022

Post Production Sound Designer

- Contracted to clean audio and add sound design to an indie film and its trailer titled 'Bottom Feeders', directed by Vincent D'Alessandro.
- Tasked to enhance the gritty, raw world of 'Bottom Feeders' by sweetening the audio to add to the immersion of the viewer.
- Brought the audio to a professional level by expertly using plugins, such as RX 9, iZotope Ozone, compression, etc.

Quite Good Game Studio

April 2021 - April 2022

Lead Sound Designer / Composer

- Shaped the world of various video games by the use of reactive sound design and music composition.
- Worked closely with a team of digital artists, programmers and developers to achieve a high-quality final product.
- Helped create the retro-inspired world of 'Crazy Cauldron', which garnered enough support to warrant a mobile port of the game.

Projects: Wizardfall (April 2022) Crazy Cauldron (Oct. 2021) Swing Shroom (April 2021)

Azael Bueno Films

Aug. 2021 - Nov. 2021

Composer

- Contracted to compose the uneasy score of the indie thriller, 'The Overlook'.
- Helped the film win several awards, including 'Best Local Film' at the Blue Ridge Film Festival.

Inner Ocean Records

Oct. 2017 - June 2021

Composer / Executive Producer

- Conceptualized and executively produced the instrumental album 'The Quiet Respite', which was released digitally and on vinyl and cassette.
- Contributed music to eight projects on the label, ranging from hip-hop instrumentals to ambient soundscapes.

Projects: Futures Vol.7 (June 2021) The Quiet Respite (April 2021) Gradients (May 2021) First Wave (September 2020) Futures Vol. 6 (April 2019) Bless Vol 2. (July 2018) Futures Vol. 5 (March 2018) Futures Vol. 4 (October 2017)

Aquatic Group Graphics

Sept. 2020 - March 2021

Composer

- Contracted to produce the music for an educational animation and its trailer.
- Worked alongside a nonprofit organization 'DCU NextGen' to provide a concise and child-friendly product.

Synesthesia Media

Sept. 2020 - Feb. 2021

Composer

- Contracted to compose music inspired by the book 'The Outlaw Ocean', written by Ian Urbina.
- Contributed music to the 'Outlaw Ocean Project' which aims to spread awareness about the harrowing crimes that are committed on the open seas.

Projects: Tragedy of the Commons: Tracks 25-31 (Feb. 2021)

InFocus Film School

Aug. 2020 - Sept. 2020

Composer

- Scored a short student film about a man dealing with his deteriorating mental health, titled 'May', directed by Chenneth Weeraratne.
- Provided a powerful sonic backdrop in a months time, while adhering to the director's vision and making the necessary changes to the score

EDUCATION

Berklee Online

Graduated Sept. 2020

Certificate in Advanced Music Production

Relevant Coursework: Microphone Techniques, Vocal Production, Art of Mixing, Audio Mastering Techniques, Creative Music Production

OTHER

DAWs: Pro Tools, Ableton Live, Adobe Audition, FMOD, Wwise

Tools: Live Instruments (Guitars, Synthesizers, Hand Percussion, etc), Native Instrument Plugins, iZotope, Kontakt Libraries, Microphones, Field Recorders

Skills: Music Composition, Game Audio Integration, Sound Design, Foley, Mixing, Mastering, Audio Post-production