

GLENN GULLSKJEGG GOA

Norway

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PROFESSIONAL SUMMARY

Senior sound designer offers 10+ years in professional audio work, ranging from video games to the film industry. Including audio pre and post-production elements, audio implementations, audio bug testing, voice directing, voice acting, dialogue editing, sound mixing, audio programming, and mastering.

SKILLS

- Wwise
- Fmod
- Unity
- Unreal
- Reaper
- Pro Tools
- Nuendo
- Audacity
- Izotope RX
- Foley Artist
- Audio Lead
- Dialogue Editing
- Audio Bug Tester
- Voice Actor and Director
- Sound Mixer and Mastering
- Music Producer
- XML, C# and LUA Scripting

WORK HISTORY

08/2018 to Current

Senior Sound Designer

Larian Studios – Gent, Belgium

Worked on the AAA video game Divinity: Original Sin 2, Divinity: Fallen Heroes, and Baldur's Gate 3

- Responsible for the sound design, recording of assets, and implementation using Wwise.
- Attended production meetings to plan and create effective sound.
- Prepared the soundscape for console loudness standard.
- Worked on Creature sound design and Foley sounds.
- Recorded original high-quality assets for the team's sound library.
- Link: <https://divinity.game/>
- Link: <https://baldursgate3.game/>

08/2011 to 08/2018

Audio Director and Sound Designer

Frostburn Studios \ S2Games – Kalamazoo, MI

Game team was bought up by Garena and formed the new team: Frostburn Studios.

Sound designed, provided Foley, implemented using FMOD, and bug tested audio for the live service AAA video game "Heroes of Newerth."

- Wrote scripts for heroes, skins, and announcer packs.
- Voice-directed, engineered, edited, and implemented voice overs.
- Composed, produced, and implemented music.
- Scripted and programmed audio functions using XML and LUA.
- Mixed and mastered the soundscape.
- Audio Director for two sound designers and four composers over the span of eight years.
- Link: <http://www.heroesofnewerth.com>

01/2019 to 01/2020

Freelance Remote Sound Designer

Sumo Digital Sheffield – Sheffield, South Yorkshire

Recorded sounds, sound designed, and implemented audio through Wwise and Unreal for the video game: Spyder, and an unannounced title.

Link: https://www.youtube.com/watch?v=EN18JHsWp_8

06/2008 to 01/2020

Freelance Remote Sound Designer

Hive Division – Asolo, Italy

Freelance contract.

Sound designed, provided Foley, and mixed the following online videos:

- MGS: Philanthropy
- MGS: Philanthropy part 2
- Rainbow Six: Real life
- Battlefield 1: Real life
- In Memoria
- Dreams of Blue
- La Fiamma
- Link: <https://www.youtube.com/channel/UCIFsjBjLws4dhIXTc0k7h2g>

Sound designed, provided Foley, and mixed several commercials.

ADDITIONAL INFORMATION

- Can create scripts in Reaper.
- Can program in C# as well as Java if there is small task that require it.
- Fast learner.
- Works well under pressure.
- Speaks English and Norwegian fluently, and can carry a conversation in Japanese, Danish, and Swedish.

EDUCATION

Bachelor of Arts: Audio Production

Full Sail University - Winter Park, FL

Finished course: Audio Engines and Implementations

Fmod, Wwise, Unreal And Fabric - Online

Bachelor of Arts: Media

University of Stirling - United Kingdom, Scotland