

# Adam Balk

Sound Designer & Music Producer

abalk10@gmail.com  
www.linkedin.com/in/adam-balk  
www.balkaudio.com  
(309) 373-5152  
Seattle, WA, 98106, United States

Sound Designer and technical audio professional blending creative sound and technical implementation, with 8+ years in music composition, sound design, and game development. Passionate about crafting immersive, interactive experiences, supported by a background in computer science.

## Work Experience

### Sound Designer

Aug 2023 - Present

*The Quantum Astrophysicists Guild* | Seattle, WA, United States

- Was contracted multiple times to deliver a library of high-quality sound effects for the indie video game Sail Forth and its Maelstrom update, creatively utilizing a variety of audio processing techniques and recorded foley to create both mechanical and organic sounds
- Worked closely with the primary developer of Sail Forth iterating on sounds to make sure all delivered assets fit seamlessly inside of the game's pre-existing soundscape
- Delivered over 100 original SFX assets for Sail Forth and Maelstrom update

### Music Producer & Sound Designer

Jan 2017 - Present

*Freelance* | Woodinville, WA, United States

- Over 8 years experience in Ableton Live creating compelling, emotive, professionally-produced electronic dance music across a variety of genres
- Proficient in mixing and mastering multi-track audio to achieve an exceptional sound quality
- Performed a variety of paid client work, including remixing songs, writing music for a client's Twitch stream, recording and producing live vocals, and taking a client's demo track to a fully-produced pop song
- Selected to release an official remix for the band, Ships Have Sailed, whose music has received prolific television placements on popular television shows such as Grey's Anatomy

### Technical Sound Designer

May 2020 - Jul 2021

*Giant Enemy Crab* | Seattle, WA, United States

- Responsible for creating and implementing high-quality, in-game sound effects and music for the tactical first-person shooter, Due Process, utilizing a combination of sample libraries, recorded foley, audio synthesis, and post-processing
- Created and implemented audio for multiple Due Process promotional trailers trailers under a tight and demanding deadline
- Programmed various audio systems including audio occlusion and event systems used throughout the game utilizing C# in the Unity Game Engine
- Reduced audio memory footprint by ~40% through optimization of pre-existing audio assets in Due Process.

## Test Automation Engineer

Sep 2017 - Mar 2019

343 Industries | Redmond, WA, United States

- Developed and maintained farm test automation code for Microsoft Game Studios' unreleased flagship title, Halo Infinite.
- Utilized a combination of C# and Lua scripting to automate an ever-expanding list of manual test cases for 343's in-house level editor, thereby freeing up test team resources.
- Worked closely with the onsite test team in order to better serve them through automation and maintaining pre-existing farm tests.

## Associate Software Engineer

Jun 2015 - Dec 2016

Wizards of the Coast | Renton, WA, United States

- Utilized Perl and C++ to develop new game content while maintaining a legacy code base for Magic: The Gathering Online
- Maintained a tight development schedule, working in Agile sprints to implement and release new Magic trading card sets every 2-3 months.
- Worked on unreleased project Magic Arena's game rules engine utilizing Python natural language text parsing, C++ and CLIPS (language for building expert systems)

## Mobile Development Intern

May 2013 - Dec 2013

DoubleDown Interactive | Seattle, WA, United States

- Maintained and expanded the DoubleDown Casino app, the world's largest virtual casino, for both iOS and Android.
- Worked with a combination of Javascript and XML in order to create brand new content for the DoubleDown Casino, meeting a tight schedule of weekly releases and updates.
- Wrote tools in Python used across the mobile development team for spritesheet and build generation.

## Core Skills

**Technical:** Software Development, Game Development, User Interfaces (UI), User Experience (UX), Software troubleshooting/debugging, Unity Game Engine, Video Editing, C++, C#, Python, Lua, GitHub, Perforce, Slack

**Audio:** Audio Middleware (FMOD, Wwise, Steam Audio), Sound Design, Audio Synthesis, Ableton Live, Reaper, Digital Signal Processing (DSP), Audio Engineering, Music Production/Composition, Audio Post Production, Industry-standard audio plugins, Foley recording & design, Audio Mixing

**Soft Skills:** Independent problem solving, Cross-discipline game team collaborator and communicator

## Education

DigiPen Institute of Technology

Jan 2010 - Jan 2014

Bachelor of Science Computer Science in Real-Time Interactive Simulation