

# Amari Nolen Hall

Orlando, FL • (901) 275-6873 • [amarihall2@gmail.com](mailto:amarihall2@gmail.com)

Portfolio/Demo Reel: [LinkedIn](#)

---

## *Game Audio Designer | Cinematic Sound | Wwise + Unreal Engine*

Creative and technically-driven Sound Designer with hands-on experience in cinematic and interactive audio for indie games and multimedia projects. Skilled in field/studio recording, audio implementation, and immersive sound design using Wwise and Unreal Engine. Proven collaborator in fast-paced production environments with a strong passion for horror and narrative-driven titles.

---

### KEY SKILLS INCLUDE:

- Cinematic Sound Design & Dialogue Editing
  - QA Testing & Audio Performance Optimization
  - Wwise Audio Middleware Integration
  - Collaborative Asset Scheduling & Review
  - Field & Studio Recording | Foley Design
  - Game Audio Implementation Pipelines
- 

### RELEVANT EXPERIENCE

#### 1. **Studio Intern**

Plush Recording Studios | 2024 – Present

- Assisted with voiceover and live instrument sessions; maintained equipment and managed environment setup for clean, consistent sound capture
- Participated in editing and feedback sessions with clients and engineers, gaining hands-on experience in tonal balance and space design

#### 2. **Extern (Composer & Sound Designer)**

Zygodot Studios | 2023 – Present

- Designed and implemented immersive audio for five indie game titles, focusing on interactive horror environments and scene-based FX
- Managed sound libraries and worked with production leads to maintain consistency in emotion-driven audio aesthetics
- Participated in QA testing and adjusted dynamic audio triggers and loop logic to enhance gameplay tension and narrative immersion
- Utilized Wwise for real-time audio integration and adaptive sound layering

3. **Contract Processor III & Inventory Recovery Specialist**

Holiday Inn Club Vacations | 2024 – Present

- Maintained complex record systems under tight deadlines—transferrable attention to detail for audio versioning, asset tracking, and naming protocols
- Supported multi-system coordination and compliance in regulated, high-output environments

4. **Audio Engineer/Producer**

Innerspace Studios | 2022 – 2023

- Produced and mixed cinematic soundscapes, music beds, and sound effects for indie films and interactive projects
- Designed layered effects using real-world recordings and processed assets to heighten realism and emotional impact
- Supported vocal and Foley sessions for multimedia clients in a collaborative post-production environment

-----**Employment Gap due to College**-----

5. **Intern**, Memphis, TN

Shelby County Assessor’s Office (June 2019 – August 2019)

- Developed systematic accuracy in data verification and cross-referencing—skills crucial in large-scale audio implementation pipelines

---

## EDUCATION & CREDENTIALS

**Full Sail University**, Orlando, FL

Bachelor of Science

(September 2019 – March 2022)

- Majored in Music Production with a cumulative GPA of 3.86.
- Graduated Magna Cum Laude.
- Earned Course Director Award.
- Earned Advanced Achievement Award.

## TECHNICAL SKILLS

- **Adaptive Music Systems**
- **File & Project Management**
- **Microphones & Interfaces**
- **Digital Audio Workstations:** Logic Pro X, Pro Tools