

Grace Garvey

Sound Designer | Game Developer | Music Composer

EDUCATION

Savannah College of Art and Design

Savannah, GA | 2021 - 2025

B.F.A Game Development Interactive Design

Minors: Sound Editing, Music Composition

SKILLS

Technical

Sound Effects Editing
Dialogue Editing
Game Audio Engineering
Music Composition
3D Environment Modeling

Software Proficiency

Pro Tools
Unreal Engine 5
Autodesk Maya
Sibelius
Muse Score
Adobe Substance Painter
Adobe Photoshop
Fluent in Treble, Bass, and Alto Clef

AWARDS

SCAD Magna Cum Laude 2025

SCAD Dean's List

2021- 2025

GPA: 3.70

Entelechy Sound Design Award 2024

- ★ SCAD award for Best Sound Design implementation for "Taxes on Virtue"

Capstone Nomination

- ★ "Fire Watchers" was nominated for Best in Show for Sound and Story

Adobe Photoshop Certified 2022

PROJECTS

Sound Design | Savannah, GA

Lead Sound Designer | "Ancient Magic" 2025

- ★ Sound Effects Editor, Dialogue Editor, and Sound Mixer
- ★ Selected for Trenton: Film Festival 2025

Lead Sound Designer | "Bwinky's Little Big World of Love" 2025

- ★ Sound Effects Editor, Dialogue Editor, and Sound Mixer
- ★ SCAD Capstone

Lead Sound Designer | "Fire Watchers" 2024

- ★ Was the Sound Effects Editor, Dialogue Editor, and Sound Mixer

SCAD Nominated Capstone

Video Games | Savannah, GA

Sound Designer | "Taxes on Virtue" May 2023-2025

Game Director, and Audio Engineer | "Fireman Madness" Aug. 2023- Present

- ★ Managed and created pipeline setups for optimized productivity
- ★ Designed and blocked out levels, 3D modeled assets, and worked on all in-game audio

Sound Designer | "Echos of a Silent Garden" May 2023-2025

- ★ Worked with music composition and sound implementation

Global Game Jam

Sound Designer and Lead Music Composer |

"Lizard Wizards" Jan. 2024

- ★ Managed all music composition, making three in-game songs within the time limit
- ★ Mixing and editing SFX, BG, and dialogue for the main gameplay

WORK EXPERIENCE

AGS Expo Services | Level Designer 2022-2024

Worked in Unreal Engine 5 and Maya, building booths for upcoming Tradeshow Events

Nothing Bundt Cakes | GSR 2019-2022

Managing and working in front of the house, selling cakes, and preparing orders

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