# **Grace Garvey**

Sound Designer | Game Developer | Music Composer

#### **EDUCATION**

## Savannah College of Art and Design

Savannah, GA | 2021 - May 2025

B.F.A Game Design

Minors: Sound Editing, Music Composition

#### **SKILLS**

#### **Technical**

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

## Software Proficiency

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

#### **AWARDS**

#### SCAD Dean's List

2021- Present 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 |** "Bwinky's Little Big World of Love" 2024-2025

- ★ Was the 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

**Lead Sound Designer** | "The Awakener" 2023-2025 Was the Sound Effects Editor, Dialogue Editor, and Sound Mixer

## Video Games | Savannah, GA

**Sound Designer |** "Taxes on Virtue" May 2023-2024

**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 2023-2024

★ Worked with music composition and sound implementation

#### Global Game Jam

# Sound Designer and Lead Music Composer |

"Lizard Wizards" Ian. 2024

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

## WORK EXPERIENCE

AGS Expo Services | Level Designer 2022-2024 Worked in Unreal Engine 5 laying out booths for upcoming Tradeshow Events

Nothing Bundt Cakes | GSR 2019-2022 Managing and working in front of the house, selling cakes, preparing orders, and decorating cakes

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