



**KEVIN  
GREENLEE**  
VIDEO GAME COMPOSER  
SOUND DESIGNER

Edmonton, Alberta  
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kevintg.com

## BIOGRAPHY

My name is Kevin Greenlee. I am a Video Game Composer, Music Producer, and Sound Designer. Since 2009, I've been creating memorable audio for some fantastic games and projects. My goals are to create outstanding, unique, and memorable music for video games including film, ads, and various other media outlets. I am a United States citizen currently residing in Edmonton, Alberta, and I'm interested in new opportunities and relocating.

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**in** /kevingreenlee

## EXPERIENCE

### AUDIO ENGINEER

CodeHatch Corp. | 2014 - Current

Responsible for composing/producing 3 complete soundtracks.  
3,000+ unique sound effects completed under tight deadlines.  
Responsible for implementing sound effects into Unity Engine with FMOD.  
Responsible for testing audio in game, audio direction/quality, managing sound libraries.

### FREELANCE COMPOSER | SOUND DESIGNER

Kevin Greenlee Music | 2010 - Current

Worked on over 16 games on genres of all kinds.  
Work has varied from making adaptive music, cinematic music, dynamic sound effects, trailer music and sound design.

### VOLUNTARY SOUND TECHNICIAN

2009 - 2013

Responsible for monitoring audio levels, queueing sounds/music and setting up equipment for live events ranging from church productions to live shows/bands.

## ACCOMPLISHMENTS

- Managed and organized over 20,000 audio file libraries.
- Had to record sounds for sounds that didn't exist in libraries
- Have a number releases on Steam, Playstation, Android, iOS, Vita.
- Positive critique and reviews on popular publications
- Titles featured at E3, GDC, PAX, and RTX.
- Received Best Music/Sound Design award at Hoplay Festival 2010
- Ability to create quality music and sounds on a short timeline.

## EDUCATION

### GRADUATE

Arab High School | Class of 2012

Graduated with 'Technical Excellence' Award.

## SKILLS

Software experience includes:

- FL Studio/Cubase/Nuendo
- Adobe Audition/Izotope RX6
- FMOD/Wwise/Fabric/Nuendo
- UNITY Engine

- Instrument and Foley Recording
- Recording Hardware and Audio Equipment
- JIRA/.GIT EXT
- Experienced in AGILE Development

Additional Skills Include: Adobe Photoshop, Animator, Dreamweaver, Premiere, Office, VEGAS Pro, and HTML5/CSS.

## REFERENCES

William Sworin | CodeHatch Corp  
| sworin@codehatch.com

Kevin Bryant | Magic and Mirrors  
| kevinbryant@magicandmirrors.com

Erik Johnson | Infinite Monkeys Entertainment  
| erikejohnson@gmail.com