

Calum Slee

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Summary

Audio Engineer of 4 years, transferring skills to game development. After two years of quickly picking up skills in Unity, C# and Wwise, I am highly motivated to continue to grow these skills into a professional career. Adaptable to high workloads, fast workflows, and excellent team communication.

Skill Highlights

- Proficient in all common DAW's
 - Wwise Audio Integration
 - C# Scripting
 - Unity Engine
 - Game Development
 - Dante Networking
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Professional Experience

Audio Engineer (2017 - present)

Freelance

- Deploying live sound systems for all sizes of events including 20,000 pax festivals
- FOH Engineer and Venue Tech on D&B Y-series system
- Monitor/Patch Engineer for large scale festivals
- Semi - Pro Home Studio Recording, Mixing and Mastering for regional bands

Technical Writer (May 2020 - present)

NerdForTech, gitconnected, The Startup

- Approached by these companies to share my technical Unity and Wwise Medium articles
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Education

Diploma in Audio Engineering and Music Production with Distinction

- Music and Audio Institute of New Zealand (MAINZ) (2016 - 2017)

Projects in:

- Mixing / Mastering
- Foley
- Podcast / Vocal Editing
- Audio Post Production
- Band Recordings
- Composition

Theory of Music Grade 5

- Trinity College London

Professional Unity Developer Program

- Apprenticeship at GameDevHQ.com (April 2021 to present)

Actively learning how to:

- Develop and improve various game systems (AI, UI, tools, etc.)
- Code core systems and gameplay mechanics
- Implement game features and systems in Unity/C#
- Architect event driven systems
- Work with Agile development
- Work with Git/Github
- Experience in publishing multiple game titles