

# Jayden Sabins

Audio Designer  
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An audio engineering graduate with a strong and diverse skill set of audio design, production, and recording techniques. A skilled sound designer pursuing a career in audio design for video games. Currently working as a VO Designer at Gearbox Software providing VO and sound design support for the upcoming Borderlands spinoff, Tiny Tina's Wonderlands.

## Skills

- Reaper, Pro Tools, Nuendo, Ableton Live, Logic Pro, iZotope RX, Waves, Fabfilter
- Sound design, synthesis, recording, and VO editing/processing
- Wwise, Unreal Engine 4, Perforce, and proprietary game development pipelines
- Excellent file management and organizational skills
- Proficient time management, excellent at meeting deadlines
- Collaborates and communicates well within a fast-paced, team-based environment
- Takes and applies feedback well

## Experience

August 2021 - Present

Associate VO Designer at Gearbox Software - *Full Time*

- Main responsibilities include VO Design and implementation
- Secondary responsibilities include Sound Design and implementation

September 2017 - July 2021

Jay Sabins Audio, LLC - *Freelance*

- Sound/VO Design at Gearbox Software - (January 2021 - July 2021)
- Project Manager & Audio Editor at Betterlisten.com - (September 2020 - December 2020)
- Sub-contract audiobook editor for JSR Post (under Penguin Random House) - (February 2019 - December 2020)
- Music recording/mixing/mastering
- Sound design/field recording/VO editing & processing for games and media

February - May 2019

Martin Woldson Theater at The Fox - *Intern*

- Stagehand/Assistant Live Engineer for Pink Martini and The Spokane Symphony

November 2018 - January 2019

Crabwalk Studios - *Intern*

- Assistant Engineer on singer/songwriter sessions

## Education

September 2019 - March 2021

B.A. in Business of Creative Arts - *The Evergreen State College*

- Business Management, Collaboration, Digital Marketing, Media Production & Ethics
- Independent Studies in Creative Sound Design for Game Implementation

September 2017 - June 2019

A.A.S Degree in Audio Engineering - *Spokane Falls Community College*

- Audio recording, mixing, linear post-production, live sound production, and sound design.
- Pro Tools Operator Certified as of March 2019