AVERY MULLEN

GAME DESIGNER

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AM Portfolio: AveryMullenDev.com

About Me

I'm Avery Mullen, a game designer and sound designer/audio engineer.
I have a diverse skillset across videogame disciplines and professional experience with game projects including a self-published mobile game available on the Google Play store.

Experience

"Space War Battle Cadet DX"

Team Lead 2021 - Present

I was the team lead of a 4-person team finalist team during Abertay's Dare Academy 2022 game development competition, which debuted a feature complete, self-published, game on the EGX London 2022 showfloor as an exhibitor. The game was awarded the Unity Award for Best Game Accessibility, thanks to our colorblind settings and onboarding tutorial.

Dare Academy is an intense development period of 4 weeks dedicated development time. This required excellent time management as a team lead and the ability to produce work in a potentially high stress environment. I was in charge of managing workflow, our pipeline through Trello, and kept track of everyone's daily task at the start and end of every workday through quick discussions.

I worked as a game designer, sound designer, and composer, creating a 7 track OST. I created all 20 in-game ships (player ships, enemy ships, and bosses) in Blender and designed the UI. I'm also the media manager for our Twitter and YouTube, creating and editing all videos. Currently, I'm working on content updates, patches, and holiday events alongside the next DLC expansion.

Master Student Projects

Audio Consultant and Music Composer 2022

I was given gameplay video walkthroughs and tasked with creating a soundtrack that fit the mood and aesthetic, as well as taking direction from their producer on what their teams were looking for. After discussion, back and forth feedback, and multiple iterations, I was able to create music that both teams and their respective clients were happy with which made it into the final product.

"Down Current"

I worked as an audio consultant, assisting their sound designer in integrating Wwise middleware into their Unreal project. Additionally, I worked in Wwise to set up transitions between 3 different music intensities. I created dark, moody and atmospheric music.

"Racing Royale"

I worked as a music composer for a toy car battle royale racing game. After multiple iterations and feedback with the producer and client, I was able to deliver 2 tracks (main menu and race gameplay) with a race/fun/toy aesthetic theme.

Other Projects

Game Designer & Sound Designer 2019 - 2021

I've worked on 2 game slice projects and 2 game jams as both a Game Designer and Sound Designer. I have experience and the ability to work successfully with teams to complete goals and have finished products in the end to show for, as well as original music, sfx, and showreels I've created for each. All projects old and current available on my portfolio.

Primary Skills

- Game Design
- Sound Design

Other Skills

- Music Composition
- UI Design
- Video Editing
- Graphic Design
- Media Manager
- Leadership & Production

Programs

- Game Engine (Primarily Unity, working knowledge on UE4)
- Audio Middleware (Wwise)
- Digital Audio Workstation (Mixcraft Pro Studio 9)
- Production Software (Trello)
- Video Editing (Filmora 9)
- Working knowledge on Blender

Education

Abertay University 2019 - Present

Game Design & Production
Bachelor of Art

Reference

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