# **Dillan Hoyos**

### **Technical Sound Designer**

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## Education

### Berklee College Of Music - May 2021

Boston, Massachusetts

GPA: 3.6

• Bachelor of Music in Electronic Production and Design

### **Experience**

### VR Developer and Sound Designer, Dream Machine May 2022 - current

• Designed and implemented the sound effects for a multiplayer virtual reality experience named "Dream Machine" created for Nona Hendryx.

### Technical Sales Audio Engineer, Listen Inc June 2022 - December 2022

Created design plans and monitored sales for audio testing systems

### Technical Audio Implementer and Project Manager, MindFuel. Spring 2019 - current:

• Solo developer working on an upcoming virtual reality meditation game. As the sole developer, I am responsible for all aspects of the project, including design, programming, and implementation.

#### **Technical Sound Designer, Twin Edge** *January* 2022 - May 2022

Was part of the team that created "Twin Edge," which was later published on Steam platform.

#### Recording Engineer, Whale Tail-Fm Collective 2019-2023:

• Organized recording sessions and contributed as a Mixing engineer.

### **Skills and Programs**

#### Digital Audio Workstations

#### Game Engines

• ProTools, Reaper, Ableton Live..

• Unity and Unreal.

#### Middleware

Wwise and Fmod Studio.

### **Awards**

### Dean's List - Berklee College Of music:

Received letter from the dean in the semesters of summer 2019, fall 2019, fall 2020, spring 2021.

#### 3rd Place - SOCAN CueSheet Hackathon

• Developed web Based software that automated the process of creating a cue sheet for artists and publishers at the Cue Sheet Palooza 2022 in Toronto.

#### Winner Best Social Impact - Harvard Ilab Metaverse Hackathon

• Won best social impact at Harvard Metaverse Hackathon with "MindFuel".

#### **Grand-Finalist - MIT Reality Hack:**

• Top 9 out of 78 Teams in the 2023 Reality Hack with the project "AirDropXR"

**Programming Languages** 

Devpost Page: Devpost Github Page: GitHub

C#, C++Javascript

• Visual Programming (Bolt and Blueprints)