

# BRAD DYCK SOUND DESIGN

www.bradsound.com  
brad@bradsound.com  
778-828-9795

## GAME AUDIO

**Ubisoft** | Québec, QC

**Voice Designer** (Feb 2019 - Present)

**Assassin's Creed Odyssey DLC: Crossover Stories | The Fate of Atlantis Immortals Fenyx Rising**

Created recording sessions in Reaper for external studios, attended VO sessions, mocap, and directed sessions for player efforts. Managed VO database, performed Wwise implementation and applied voice processing.

**Electronic Arts** | Vancouver, BC

**Audio Artist II** (2016 - 2017)

**FIFA 18** - Implemented audio for nearly all areas of gameplay, including crowd reactions, anthems, commentary, PA Announcements, music, and original sound design for pack opening rewards in FIFA Ultimate Team. Also the sole Artist responsible for managing the Nintendo Switch release and previous-gen titles.

**Audio Artist I** (2015 - 2016)

**FIFA 17** - Contributed to crowds, anthems, PA, music, FIFA Ultimate Team SFX. Managed audio for two mobile games - FIFA Mobile Football using EA's proprietary audio engine as well as one yet to be released title using Wwise/Unity.

**Need For Speed** - Responsibilities were to raise the overall quality of the audio experience by providing design feedback, managing listening sessions, working with QA, using debug tools to identify problem areas and assisting Artists with bug fixing.

**Audio QA** (2012 - 2015)

**FIFA 13-16** - Primary responsibilities were to test audio milestones for Xbox One, PS4 and PC. Other related tasks included writing test procedures, training new hires, and coordinating support with EA Romania. Lead Audio QA for transition to Frostbite engine in preparation for FIFA 17.

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## EDUCATION

**Vancouver Film School** | Vancouver, BC | Diploma in Sound Design for Visual Media 2010 - 2011

**University of Manitoba** | Winnipeg, MB | Bachelor of Arts - Major in Film Studies 1999 - 2003

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## OTHER INTERESTS

- Sound Designer credits on numerous TV series and films
- Released sword-based SFX Library - "Duello" - [www.asoundeffect.com](http://www.asoundeffect.com)
- Music - Released under own name - "Brad Dyck - Incident III EP"
- Writing - Series of articles on [www.designingsound.org](http://www.designingsound.org) and [www.originalsoundversion.com](http://www.originalsoundversion.com) interviewing audio directors and composers