

Bryce Raffle

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Professional sound designer with 4+ years of audio experience in games and films, Vancouver Film School graduate (Sound Design For Visual Media). I am focused, self-motivated, and passionate about sound design.

Education -----

Apr 2011 – Apr 2012	Sound Design for Visual Media	Vancouver Film School
Sept 2004 – Oct 2008	Bachelor of Arts, English	University of Manitoba

Work Experience -----

Oct 2015 – Aug 2016	Audio Artist	Electronic Arts, Vancouver
	Worked as a member of the Audioworks team on NHL17, focusing on sound effects - including goal horns, player collisions, net battles, etc - user interface audio, and crowds. Audio editing as well as implementation.	
July 2012 – 2015	Audio Designer	United Front Games
	Worked as an audio designer for United Front Games, focusing on in-game sound effects, UI & HUD audio, and foley. Implementation in Wwise & Unity.	
July 2012 – 2015	Sound Designer	Ironclad Games
	Worked as Sound Designer for Ironclad Games on <i>Sins of a Dark Age</i> . I was involved in virtually every aspect of game audio content development, including Gameplay and User-Interface sound design, marketing and promotional sound design, interactive and linear sound effects design, dialog processing, real-time audio scripting & audio asset implementation, mixing and mastering. As the only sound designer working on Sins of a Dark Age, I was responsible for all aspects of asset creation and implementation, working closely with the game design team, programmers, voice actors, and writing department. I was also given numerous opportunities to develop my skills not only as a sound designer, but also as a game designer, and was involved in the gameplay design of a number of playable characters. I also worked on the <i>Sins of a Solar Empire: Stellar Phenomena</i> DLC.	
2012 – Present	Sound Designer, Foley Artist, Boom Operator	Freelance
	Duelyst (Game, Counterplay Games)	Sound Designer
	Until We Meet Again (Short Film, VFS)	Sound Designer, Boom Op
	Fish Can Fly (Short Film, Vancouver Film School)	Sound Designer
	Lucid (Short Film, Team Jugular Knot)	Sound Designer, Boom Op
	Far Removed (Short Film)	Boom Op
	Captive (Feature Film, Syndicate Seven Films)	Sound Designer, Boom Op
	Compendium: The Smell Of Blood (Short Film, VFS)	Boom Op
	There And Back (Game, Vancouver Film School)	Lead Sound Designer
	Forget Me Not Annie (Game, Vancouver Film School)	Sound Designer
	Cerebral Static (Short Film, Lost Boys Studios)	Sound Designer
	Ascension (Short Film, Vancouver Film School)	Foley Artist, Dialogue Mixer
	Saint Brock (Short Film, Old Quarter Films)	Foley Artist
	The Deep End: "Dinosaur" (Vancouver Film School)	Boom Op
	The Deep End: "The Guy Next Door" (Vancouver Film School)	Sound Designer

Mar 2004 – Apr 2011 Instructor/Guard III

City of Winnipeg

Worked as a lifeguard/swim instructor for the City of Winnipeg Community Services - Aquatics Department. I was also responsible for training and coaching employees according to standards, managing the pool's Learn to Swim program, overseeing and mentoring junior staff, coordinating swimming lessons and other programs.

Skills & Software -----

DAW's (Pro Tools, Adobe Audition, Sound Forge, FL Studio, Nuendo, etc...)
Native Instruments Komplete (Kontakt, Reaktor, etc)
Recording (Foley, ADR, On-Set, Field Recording)
Foley
Audio Post Production (SFX, BG, Dialogue, Foley, Music) – editing & mixing
Game Audio Middleware (FMOD, WWise)
Game Audio Scripting – including some visual scripting (ie: Max/MSP)
Version control (Perforce)
Microsoft Excel

Recommendations -----

“Bryce is the kind of person I would hire in a instant. Very driven, and hard-working - he's always on top of the work he needs to do and does a bang-up job every time. He does Incredible work, and above all else he's just a really nice guy.”

Ryan Schaad

Classmate at Vancouver Film School

“Bryce has been a pleasure and a privilege to work with. Bryce was able to take the asset lists and turn those into sounds quickly. The iteration and fixes I needed on those sounds were returned in a quick, timely, professional fashion.”

Brandon Dolinski

Game Designer, Forget Me Not Annie

“Bryce was absolutely crucial in the development of these sounds, tracks and other audio details, and helped bring our game to life. The immense library of sounds we got allowed us to pick and choose what worked best for us at our leisure, and spoke to not only Bryce's talent, but his ability to work fast and generate a high amount of content. Our game certainly would not have had the same impact it did without his dedication, hard work and excellent communication skills.”

Dominic O'Grady

Game Designer, There And Back

-----References Available Upon Request -----

June 6, 2012

Re: Letter of Recommendation

To whom it may concern,

I am writing this letter with the intention of providing a positive recommendation for Bryce Raffle as he pursues his future career aspirations.

During his study at the VFS Sound Design program, I had the pleasure of overseeing Bryce's work and study, and found him to be extremely hard working. Bryce is not only extremely creative, but adapts well to new technology and processes, and is always keen to explore new and efficient ways of getting things done. He has boundless creativity, but is also extremely grounded and organized. He demonstrates a great work ethic, and a passion for sound design. He also exhibited a flair for implementation in my classes, exploring applicable methods and techniques in order to realize his audio design vision in software. Bryce has music flowing through his veins, and shines when applying musical inspiration to his sound design efforts. In addition, Bryce also demonstrated an incredible flair for voice acting and performance to aid other student projects. Finally, Bryce also spearheaded game design collaborative initiatives and acted as a proficient audio lead for game design final projects above and beyond his curricular requirements.

Bryce puts in extra time and effort for the sake of quality and creativity, and I would recommend him as a prospective asset to any organization.

Sincerely,

Jonathan Fish

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Sound Design for Visual Media
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Results Matter