



# Robbie Dolan

Video Game Sound Designer & Music Composer

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Hi, my name is Robbie! I'm a video game sound designer and music composer from Miami, Florida. I like dogs, video games, and indie rock music. I am profoundly passionate about games and game audio, but my music background is my biggest strength. Everything I do is applied through a musical lens. Whether I am working on sound effects or music, I am partial to natural cadences; sounds that have a satisfying, visceral feeling or conclusion. I would be a valuable asset to your team because I am a collaborator. Just as music is a magical collaboration between many different instruments and sounds, the art of making a game is a magical collaboration between many different fields of design and expertise. I genuinely believe that teamwork makes the dream work.

## WORK EXPERIENCE

### Sound Designer & Music Composer

Low Bros. Studios

03/2016 - Present

Orlando, FL

I am the lead sound designer and music composer for the team, but I also contribute heavily to character and game design for the game, "Indie Pogo." Indie Pogo was successfully Kickstarted in October 2017. Later, Indie Pogo officially released July 10, 2018, on Steam. Indie Pogo's continued development has been ongoing with the launch of free, expansive updates with even more exciting news coming for the future. Recently, the team has announced that we are working on a new project in Unity that we affectionately refer to as Moncraft. Moncraft is early in development, but I am working with Wwise to bring intricate sound design and music composition to the project.

Games:

- Indie Pogo
- Moncraft (Working Title)

### Contract Sound Designer

Pixel Toys

01/2021 - 08/2021

Leamington Spa, England, UK

I worked as principal sound designer for an exciting mobile game installment of a popular integrated media and entertainment franchise. I collaborated with producers and game designers to strategize an asset list and roadmap for audio as well as created and integrated sounds and even music in Unity.

Games:

- Unannounced Title

### Creative Director

Blipsounds

06/2017 - 02/2020

Orlando, FL

I wrote, directed, and produced content for the Blipsounds YouTube channel, coproduced and spoke at PAX panels, created music and sounds accordingly, and administered creative developments through scrum management.

### Technical Operations Manager

Data Remote

08/2017 - 01/2018

Miami, FL

I organized the direction of projects and daily tasks for the technical division of the WBCFleet and MRM Production departments which are involved in intelligent GPS tracking, fleet management, telematics tracking, and ELD integration. The role was highly specialized and technical, and it helped cultivate my leadership and project management skills tremendously.

### Sound Engineering Technician; Asset Management Associate; Music Publishing Assistant

Wild Woods, Inc.

02/2015 - 01/2016

Los Angeles, CA

This post-production company encourages multilateral growth through their various, interconnected departments. I had the opportunity to quickly progress through each position; learning and adapting to each new challenge that presented itself. Along the way, I created a Javascript application to make recording parking validations more efficient and effective, performed laybacks, cracked AAF's and OMF's in Pro Tools, and helped categorize and maintain music submissions to ensure accurate licensing agreements.

## SKILLS

Sound Design

Music Composition

Audio Engineering

Film Scoring

Studio Recording

Music Production

Post Production

Game Design

Project Management

## TOOLS & TECHNOLOGIES

Pro Tools



Reaper



Wwise



FMOD



Unity



Unreal



JIRA



Finale



## EDUCATION

### Bachelor of Arts in Commercial Music

Florida State University

08/2010 - 12/2014

Minor in Business

Courses

- Audio Production
- Film Scoring
- Ethnomusicology
- Marketing
- Business Ethics

- MIDI
- Music Theory
- Music History
- Finance
- Economics

## MY INSTRUMENTS

Voice

Piano

Guitar