



ANNA COOLEY

Sound Designer and Composer

ABOUT ME

Sound designer and composer known for unique jazz stylings and interactive sound experiences. Trained in Fmod, Wwise, Unity, and Unreal. Aiming to make the world a better place by amplifying the messages of impactful stories with sound and music.

 720-325-7125

 cooley.anna.c@gmail.com

 annacooleyaudio.com

EDUCATION

Berklee College of Music

- Bachelor's in Professional Music
- Concentration in Video Game Scoring

School of Video Game Audio

- Unreal
- Wwise

SKILLS

- Microsoft Office Suite
- Pro Tools
- Cubase
- Reaper
- Logic X
- C# Coding Language
- Unreal Blueprints
- Unity
- Wwise

ACHIEVEMENTS

Sound Design Scholar

Game Audio Diversity Alliance
2023

Best Sound Track

Berklee Music Game Jam
2021

Berklee World Tour Scholar

Berklee College of Music
2018

EXPERIENCE

RECENT CREDITS

GoobnBalloonsDX

PC, Xbox Game
Unity, Wwise

Iconic Arts - 2023

Jellymen

PC Game
Unity

Cordless Games - 2022

Goblin Gunner

PC Game

Unity, Wwise

Iconic Arts - 2022

WORK EXPERIENCE

Svidanza Audio

March 2020 - Present

Freelance Sound Designer/Composer

- Using Cubase and Reaper to compose upwards of 10 hours of music and 500 sound effects for video games on the indie level
- Implementing Audio into Unity using middleware Wwise and in Unreal using Blueprints and MetaSounds
- Coordinating communications between clients and our audio collective and directing weekly strategy meetings

Anna Cooley Audio

September 2019- Present

Freelance Audio Producer

- Using Max/MSP and Reaper to create interactive sound experiences and synthesizers
- Creating and implementing sound design and music for independent game developers and film directors
- Transcribing and arranging commissions for jazz and symphonic bands of all levels from High School to professional performances

Bach to Rock

January 2022 - July 2023

Audio Engineer and Instructor

- Recording and mixing over 200 youth bands and student performers in both live and studio settings using Pro Tools
- Instructing students on how to use DAWs Pro Tools and Logic as well as Presonus audio interfaces and recording techniques
- Pioneered the company's first summer camp for video game audio production