



[agrantjohnson1983@gmail.com](mailto:agrantjohnson1983@gmail.com)



[www.GrantJohnsonGameAudio.com](http://www.GrantJohnsonGameAudio.com)



[Grant Johnson LinkedIn](#)



817-223-4096



Austin TX

## Software Skills

Unity 3D  
FMOD Studio  
Pro Tools  
Ableton Live  
Logic  
OSX  
Windows  
C#  
Swift  
Python  
Adobe Photoshop

## Interests:

Songwriting  
Travel  
Cooking  
Swimming  
Rock Climbing  
Woodworking  
Banjo

# Grant Johnson

## Technical Sound Designer for Games

Dedicated and knowledgeable sound designer with game design and programming experience. Strong music production and audio engineering background.

## Experience:

### Game Sound Design/Implementation

2021-Present

PROJECTS - [Logic Bullet](#), [F=MA](#), [Pastry Kitchen](#)

- Installed FMOD into Unity and implemented SFX and Music
- Created interactive music systems and sourced music assets
- Created several SFX assets with analog synthesizers
- Implemented reverb zones and audio triggers
- Mixing from playtesting

### Interactive Audio Installations

[The Silent City](#) – Live performance

2017

[The Quality or Condition](#) – Voice acting, SFX, dialogue writing

2015

### Freelance Producer/Audio Engineer; Austin TX

2008-Present

[DiscogsCredits](#)

-Producing, arranging, recording, mixing and mastering services

PROJECTS - Ed Sheeran, Third Eye Blind, Counting Crows

### Specialist, Apple Store; Austin TX

2008-2012

Genius Bar Technician, Personal Training

## Education:

### Austin Community College 2020 - 2022

- AAS in Game Design Specialization.
- Officer in Game Dev Club
- President's Honor Roll.

### Church House Recording Studio Internship

2007-2009

### Media Tech Institute for Recording Arts

2006-2007