

# Kaitlynn Hegarty

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[Kaitlynnhegarty.com](http://Kaitlynnhegarty.com)

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## **Plaor LLC**

Boston MA

*Sound Designer*

July 2012 – Present

- Created an immersive and unique experience with sound effects and music for 13 in house machines & video poker
- Streamlined the audio pipeline to allow biweekly release of in house machines
- Wrote all audio documentation and company audio specifications
- Edited, mixed, mastered, and documented all partner slot machines for Plaor's audio specifications

## **Plaor LLC**

Boston, MA

*Game Designer*

June 2015 – Present

- Work with Product Management to design new features and tweak old ones through wire-frames and mock-ups
- Verify RTP (Return-to-Player) of new & previous slot machines
- Maintain XML-driven systems in game
- Maintain Player Challenge System to continue providing new Challenges & rewards for players

## **SVEN Studios**

Boston, MA

*Sound Designer Contract*

September '14 – October '14

- Created all sounds for Android game Word Search Hero
- Recorded Foley
- Edited, mixed, mastered all audio assets

## **Plaor LLC**

Boston, MA

*Assistant Producer*

December 2014 – April 2015

- Created asset tracking documentation to determine what assets had been received
- Created tasks for each machine to track all developers' progress
- Facilitated on and off site team communication with daily meeting

## **Wildfire Games**

Boston, MA

*Sound Designer*

May 2012 – July 2012

- Credited on Zero A.D. As sound designer
- Created sound effects & recorded foley for multiple in game events
- Recorded VO for multiple in game character events

## **Harmonix Music Systems**

Cambridge, MA

*Audio Intern*

May 2011 – May 2012

- Authored Midi for vocal and keyboard tracks on Rockband DLC
- Play tested weekly Rockband & Dance Central releases
- Tempo mapped songs for mixing team
- Recorded foley for 30 second in house team building practice videos

## **Rumblestrip Studios**

Brookline, MA

*Audio Intern*

January 2011 – August 2011

- Edited and De-breathed VO on This Old House info piece
- Interfaced with clients regarding items required for sessions
- Observed audio engineers mixing Raytheon & Subway work

## **Education**

- The New England Institute of Art 2009-2012
- Bachelor's of Science: Audio & Media Technology

## **Skills**

- Proficient knowledge of audio software including: Pro Tools, Logic, Reaper, & Fmod Studio.
- Additional software: Unity, SVN, Perforce, JIRA, Bugzilla

*References provided upon request*