

# Talyn Michael Xystus

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## About Me

I am a Game Designer with a specialization in Sound Design. My interests in the game design field lean more towards music and sound effects. My hobbies include playing video games, listening to music, and watching youtube. Professionally, I am very laid back and try to keep things light-hearted while occasionally keeping people on track with the work needed to be done.

## Education

Champlain College - Burlington, VT

May 2023

Bachelor of Science: Game Design with a specialization in Sound Design

## Skills

- Superb Eye for Detail
- Proficient at creating and presenting presentations
- Conflict Resolution
- Teamwork and Collaboration
- Planning and Coordination
- Proficient in Unity, Gamemaker 2
- Proficient in C#
- Agile, Scrum
- Git
- Logic Pro, Reaper

## Professional Experience

Sound Design Intern | Shadow Factory - Hong Kong

06/2019 - 08/2019

-Used REAPER to create sound effects.

-Used REAPER to apply sound effects to a video clip to view and listen to them together.

-Found sound effects on reputable sites for use in creating sound effects.