

GEOFF BELCHER

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2405 E 9th St, Unit B
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EXPERIENCE

Retro Studios, Austin TX | June 2017 - Present

Sound Design & Implementation

- **Donkey Kong Tropical Freeze** Switch Remaster (Nintendo/Retro Studios)
June 2017-Jan 2018

GI33k, Austin TX | October 2015 - June 2017

Sound Design & Implementation

- **Prey** (Bethesda/Arkane Studios) June 2016-April 2017
- **ReCore** (Microsoft/Armature Studios) October 2015 - June 2016
- **Orcs Must Die Unchained** (Robot Entertainment) 2016

Cauldron House, Austin TX | April 2015 - September 2015

Post Sound Supervisor

- Contracted to build post-production audio suite
- Produced original content for clients
- Sound Design, Video Production, Web Content Creation

Freelance | December 2014 - Present

Sound Designer & Re-Recording Mixer - *Neverland* (Short Film) 2018

ADR Recordist & Re-Recording Mixer - *A Lack of Furniture* (Feature film) 2016

Sound Mixer - *20 Somethings* (Short film) 2015

- Official Selection for Austin Film Festival

EDUCATION

Vancouver Film School — Sound Design for Visual Media, 2013

Boise State University - Communications & Media Production, 2011

SKILLS

EXPERT

Ableton Live
Pro Tools HD
Synthesis & MIDI
Sound Design

PROFICIENT

Wwise / FMOD
CryEngine
Perforce
Audio Implementation

BASIC

Python, C#, Scripting
Max/MSP

