Connor McCurry

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Portfolio • LinkedIn

SOUND DESIGNER • COMPOSER • AUDIO IMPLEMENTATION

Driven Audio Engineer specializing in sound design, composition, and music theory, with experience creating and integrating audio for fast-paced projects. Developed SFX and music assets, supported implementation workflows, and improved results through playtest-driven iteration and clear team communication. Background in live production as a theatre sound operator and mic wrangler, recognized for organized asset handoff, dependable execution, and strong musical fundamentals.

SKILLS

Audio Implementation

- Middleware implementation: FMOD (project work; Unreal) • Wwise (tutorials; Unreal integration)
- Unreal audio integration fundamentals (event setup, in-context tuning, iteration/testing workflow)
- Asset packaging for builds (naming conventions, version control mindset, clean handoffs)

Sound Design & Mixing

- SFX creation, ambience/soundscape design, field recording
- Editing/cleanup, layering, transient/detail shaping, delivery formatting
- Mix fundamentals for interactive + live contexts (clarity/readability, balance, dynamics basics)

QA & Collaboration

- Playtesting and iteration loops; issue identification and clear reproduction notes
- Cross-discipline teamwork (design/dev/art); feedback incorporation and deadline execution
- Documentation habits from technical writing experience (concise, structured, readable)

Composition & Music

- Composition/arrangement; strong theory foundation
- Ear training and sight-singing/reading proficiency
- Electronic performance: analog + digital synthesis

Tools

- DAWs:
  - Ableton, FL Studio, Pro Tools (expert)
  - Cubase, Logic, Reaper (proficient)
- Audio suites/plugins: Native Instruments • iZotope • Output • Waves

INDUSTRY EXPERIENCE

UCCS Global Game Jam - Sound Designer / Composer / Implementation / QA | Colorado Springs, CO | 2023, 2025

- Produced original SFX, ambiences, and music aligned to team direction, delivering assets on compressed timelines.
- Implemented audio using FMOD.
- Supported QA/playtesting by identifying audio issues, documenting reproduction steps, and communicating fixes/needs to teammates.
- Maintained consistent asset organization.

Soundscapes & Sonotopes - Field Recorder / Soundscape Mixer / Collaborator | Colorado Springs, CO | Summer, 2023

- Mixed field recordings from multiple geographic locations into a cohesive soundscape for collaborative performance.
- Delivered a performance-ready mix within one week, coordinating edits and final delivery with a multi-artist team.
- Shaped dynamics, texture, and spatial depth to support artistic intent and audience experience.

UCCS Theatre Works - Running Crew (Sound/Stage) | Colorado Springs, CO | Spring, 2022 thru Spring, 2024

Roles: Set Construction • Call Boy • Stagehand • Mic Wrangler • Sound Operator

- Operated show audio and supported backstage coordination to maintain cue accuracy and timing in live productions.
- Assisted with microphone handling and on-the-fly troubleshooting support during performances.
- Adapted quickly to last-minute changes while sustaining calm execution in high-pressure environments.

ADDITIONAL EXPERIENCE

Speech & Debate (UCCS Clubs) - Panelist / Script Writer / A/V Technician | Colorado Springs, CO | Spring, 2025

- Wrote scripts and provided A/V support for a live panel (Women's Voices in Higher Ed), ensuring clear delivery and audience intelligibility.
- Participated in public forum mock debates, strengthening concise communication and structured argumentation.

Improv Comedy - Performer | Colorado Springs, CO | Spring, 2022

- Performed live improv and facilitated ice-breaker games requiring timing, adaptability, and responsive teamwork.

Electronic Acoustic Ensemble - Musician / Composer / Performer | Colorado Springs, CO | Fall, 2023

- Composed and performed works using analog and digital synthesizers; explored novel conducting/performance approaches.
- Coordinated with ensemble members to deliver consistent timing, dynamics, and cohesive musical direction.

EDUCATION

University of Colorado Colorado Springs (UCCS) Colorado Springs, Colorado (CO)
Bachelor's Degree of Innovation in Visual & Performing Arts - Specialization: Sound Design, Composition & Music Theory
Expected Graduation: December, 2026