

CHARACTER SHEET

PLAYER INFORMATION

NAME: DAN MELLINS-COHEN
CLASS: SOUND DESIGNER
INVENTORY: DMCSQUAREDAUDIO.COM
CREATED: MARCH 1980
LOCATION: 54 CARLYLE AVENUE,
BRIGHTON, BN2 4DR
WORDS: DAN@DMCSQUAREDAUDIO.COM
VOICES: 07769894242



ORIGIN STORY

Born in London, now in Brighton I've worked with audio since producing idents for radio in 1998, making podcasts in the noughties, eventually finding my heart in video-game sound design in 2013.

I've worked on a wide range of titles from F2P mobile to Multiplatform & AAA, creating assets, designing systems and even composing music from time to time.

I also yield x2 damage if you roll a 6.

CAMPAIGN HISTORY

TITLE:	STUDIO	RELEASED
Drone Racing League (USAF Map)	DRL	Jul 2020
Cards, The Universe & Everything	Avid Games	Jan 2020
Hot Wheels iD	Electric Square	Jun 2019
Formula 1: Pack Rivals 2019	Avid Games	May 2019
Dark Future: Blood Red States	Auroch Digital	May 2019
Fruit Critters	Random Salad	Jul 2019
Hen's Revenge (coming soon)	Okpo Games	Jun 2020
City of The Shroud	Abyssal Arts	Aug 2018
Laser Disco Defenders	Out of Bounds	Nov 2016
Attack of The Spooklings	Picaro Games	Jun 2013

FULL DETAILS ON P2

ABILITIES

SOUND FX DESIGN & CREATION	+10
FOLEY & FIELD RECORDING	+8
VO & DIALOGUE PRODUCTION	+8
AUDIO PROCESING/RESTORATION	+10
VIDEO EDITING + TRACKLAY	+8
MIXING & MASTERING	+9
IMPLEMENTATION	+6

ACHIEVEMENTS

FEATURED STUDENT 2015

School of Video Game Audio
Unity Implementation Course

COURSE CERTIFICATES 2008

London College of Computing
Web Design, Graphic Design, PHP & MySQL

BA(HONS) MUSIC TECH 1998-2001

De Montfort University 1994-1998
2 A-Levels & 8 GCSEs

WEAPONS

HEAVY ARTILLERY:

ADOBE AUDITION	+10
IZOTOPE RX + NEUTRON	+10
BITWIG STUDIO	+9

RIFLES:

UNREAL ENGINE	+8
UNITY	+7
FMOD	+7
WWISE	+7
ABLETON LIVE	+6
PRO TOOLS	+6

MELEE:

PREMIERE	+5
DAVINCI RESOLVE	+5
AFTER EFFECTS	+5
PHOTOSHOP	+5

MELEE:

SOURCETREE	+4
PERFORCE	+4

SIDE QUESTS

DMC Voiceovers
Voiceover Artist, Audio Editor, Video Producer
Jan 19 - Present

DMC² Audio
Freelance Sound Designer
Jan 14 - Present

Worldwide Business Research
Content Manager
Nov 10 - Dec 13

PPL(Phonographic Performance Ltd)
Web Editor
Oct 08 - Nov 10

E-Skills UK
Content Producer
Jan 08 - Jul 08

GCap Media PLC
New Platforms Producer
Nov 05 - Jan 08

DRONE RACING LEAGUE



STUDIO: DRL
CATEGORY: Drone Sim
PLATFORMS: PC, Mac

ROLE: Composer (USAF Sponsored Map)

DETAILS:
Composed dynamic score & implemented in Wwise

DARK FUTURE: BLOOD RED STATES



STUDIO: Auroch Digital + Games Workshop
CATEGORY: Real-Time Strategy
PLATFORMS: PC

ROLE: Sound Designer

DETAILS:
Created all assets and developed implementation systems in Unreal alongside Lead Programmer.

HOT WHEELS iD



STUDIO: Electric Square
CATEGORY: Arcade Racing
PLATFORMS: iOS, Android

ROLE: Sound Designer

DETAILS:
Built concepts, assets & developed systems in Unity/FMOD alongside Audio Programmer.

CUE CARDS TCG



STUDIO: Avid Games
CATEGORY: Mobile Card Trading
PLATFORMS: Android, iOS

ROLE: Sound Designer

DETAILS:
Created all assets and developed implementation systems in Unity alongside Programmer.

FORMULA 1 PACK RIVALS



STUDIO: Avid Games
CATEGORY: Action-Trading Card
PLATFORMS: Android, iOS

ROLE: Sound Designer

DETAILS:
Created all assets and developed implementation systems in Unity alongside Programmer.

CITY OF THE SHROUD



STUDIO: Abyssal Arts
CATEGORY: Real-Time Strategy
PLATFORMS: PC, PS4, XB1

ROLE: Sound Designer

DETAILS:
Developed concepts, created all assets and implemented them in Unity/Master Audio.

LASER DISCO DEFENDERS



STUDIO: Out Of Bounds
CATEGORY: Arcade Shooter
PLATFORMS: PC, Mac, PS4, PSVita

ROLE: Sound Designer

DETAILS:
Developed concepts, created all assets & implemented in Unity.

ATTACK OF THE SPOOKLINGS



STUDIO: Picaro Games
CATEGORY: Arcade slasher
PLATFORMS: Android, iOS

ROLE: Sound Designer

DETAILS:
Developed concepts and created all audio assets.

HEN'S REVENGE



STUDIO: Okpo Games
CATEGORY: Physics Puzzle
PLATFORMS: Android, iOS

ROLE: Sound Designer & Composer

DETAILS:
Created and advised on all audio. All instruments are self-played Kontakt instruments, not sampled.