

# Raine Edgar

## Technical Sound Designer

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### High-Level Summary

- Experienced with projects designing sound and implementing technical audio systems.
- Holds an array of interdisciplinary skills, with focus on audio, scripting, and technical design.
- Understands agile development environments, game development tools, and team dynamics.

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### Technical Skill-Set

- Programming: C#
- Scripting: Python, Blueprints
- DAWs: Pro Tools, REAPER
- Game Engines: Unity, Unreal
- Audio Engines: Wwise, FMOD
- IDEs: Visual Studio and JetBrains tools
- Version Control: Git
- Other: Jira, Confluence, etc

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### Previous Employment

- Freelance, 2024  
Landscaper

Property cleanup and organisation, trail building, firewood preparation, and operation of large machinery such as tractors.

- V.I. Labour, 2023-2024  
Manual Labourer

Responsibilities varied based on the construction site. Primarily included hard labour moving construction materials and site organisation. Use of larger scale power tools and PPE. Required clear communication with heavy machinery operators in order to ensure on-site safety.

- B.E. Home Services, 2017-2024  
Assistant Carpenter

General carpentry and construction. Primarily building decks, stairs, sheds and other residential projects. Use of power-tools and PPE.



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## Other Notable Projects

- Audio Device Repair and Design, 2024-present

Building EMF mics, hydrophones, and contact mics for use in field recording. Also repairing old audio gear such as the Shure 510S Hercules for period accurate 1940s dialogue recording.

- Shawnigan Players, Mercury Players, Cowichan Musical Society, 2019-2024

Community Theatre Actor & Stage Technician

Performed on stage in twelve productions, designed sound effects for one production, and ran audio and projections for one production. Also involved in set construction.

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## Academic History

- Vancouver Film School, 2024-2025
  - Sound Design for Digital Media (Diploma - with honours)
- Frances Kelsey Secondary School, 2018-2019
  - Adult Dogwood (Diploma)