

# Ren Nelson

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## Work Experience

### Momo-pi Studio

Composer and Sound Designer for Unreleased Game                      October 2024 - Present

- Crafted immersive and dynamic music scores tailored to enhance gameplay and narrative.
- Designed and implemented original sound effects (SFX) to elevate user experience and atmosphere.
- Collaborated with the development team to conduct quality control (QC) checks, ensuring audio consistency and functionality.
- Contributed to early-stage prototyping, integrating audio elements into game mechanics for iterative refinement.
- Identified and documented bugs, providing detailed reports to streamline troubleshooting and improve audio systems.

### Ubisoft

Music Analyst and Transcriptionist for Rocksmith+                      Dec, 2021 - October 2024

- Transcribed and created hundreds of guitar and bass arrangements for an extensive library of music in a high-output environment.
- Peer reviewed arrangements with a meticulous attention to detail and techniques, enhancing the quality of in-game content.
- Produced, arranged, mixed, and mastered music content.
- Documentation of workflows and in-game assets.
- Set up audio systems for recording, video production, and hosted studio meetings.
- Provided feedback and bug reporting for the direct improvement of proprietary audio tools.
- Collaborated with team mates in a multilingual environment through effective communication and cultural consideration.

### Freelance

Music Creator and Sound Designer    2016 - Present

- Applied knowledge of synthesis and field recording to create sound libraries, most notably the [8-Bit Legends Chiptune Pack](#) for Apple's Garageband.
- Released original music under "Prizm Wizard" alias, recently winning runner-up in the [Stones Throw Records 2023 beat battle](#).
- Entertained audiences during the pandemic via online streaming festivals such as Binary Skies Festival, Lo-Fi Fest, and Exploded Drawing Official Session XLXI.

## Skills

- DAWs: Ableton Live, Reaper
- Game Audio: Unity, Wwise
- Standard Tools: Perforce, JIRA, Confluence
- Languages: English (Native), Japanese (Conversational)

## Education

### **Berklee College of Music (Online Program)**

Electronic Music Production and Sound Design

## Interests

Field recording, synthesizers, nature, Japanese food and culture, sci-fi and fantasy literature.