

# Justin Yeo

## Composer, Sound Designer, Audio Engineer

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Portfolio: [Link](#)

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## EDUCATION & EXPERIENCE

### San Francisco Conservatory of Music

*B.M. in Technology and Applied Composition*

AUG 2018 - MAY 2022

### Stanton University

*Master of Business Administration*

JUN 2023 - JUN 2025

### Studio Bergamasque

*Sound Designer and Music Producer for 1st person shooter Reverie*

AUG 2023 - PRESENT

- Produce sound assets reviewed by game developers
- Work using audio middleware *Wwise* to implement into *Unity* game engine
- Create loops, endtags, intros, and variations of sounds (footsteps, gunshots, magic, etc)

### THQ Nordic

*Music Producer and Composer's Assistant*

DEC 2020 - SEP 2021

- Produced music for AA video-game *Outcast 2*, released 2024
- Procured orchestral demos reviewed by game developers
- Sequenced handwritten sketches by composer Lennie Moore
- Approved demos recorded remotely by Bulgarian orchestra

### Noivil Studios

*Recording Engineering Intern*

JUN 2019 - AUG 2019

- Assisted in professional recording setup, mic placement, cable management, I/O configuration
- Supervised live recording sessions with diverse instrumentalists and vocalists

## AWARDS

### Classical KDFC

*Sound Logo Composer Competition Winner*

NOV 2019

- Awarded scholarship and radio coverage on largest Classical music station in the United States with 350,000 weekly listeners
- Compositions recorded by leading instrumentalists of the San Francisco Symphony

## SKILLS

**Audio:** Pro Tools (User Certified), Wwise, Logic Pro X, Ableton Live, Max/MSP, Sibelius, Spitfire, Waves, Native Instruments, Kontakt, Xfer, Orchestral Tools, Cinesamples, Izotope, Fabfilter

**Visual:** Adobe Creative Suite, Final Cut Pro

**Workflow:** Google editor tools, Microsoft Office