

Nolan Burghart

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Audio designer and composer with experience delivering music and SFX for game projects and implementing interactive audio in Unity using FMOD/Wwise. Interested in roles spanning audio design, implementation, and small-team collaboration.

CORE SKILLS

| DAWs - Ableton Live, Cubase, Reaper | Middleware - FMOD and Wwise | Game Engines - Unity, Godot |
| Audio Editing, Mixing, Mastering, Implementation |

EXPERIENCES

Fern Sprout Studios

Remote

Composer and Sound Designer

Winter 2024 - Present

- Producing original music and sound effects for game projects; edited, mixed, and mastered audio assets in Ableton Live, Cubase, and Reaper.
- Owning audio direction across projects by aligning music/SFX style with game design and art direction; collaborating with designers to define audio needs and scope.
- Implementing interactive audio in Unity/Godot using FMOD/Wwise (events, parameters, states) to support gameplay-driven music and SFX.
- Contributing to cross-discipline planning and release decisions; supported audio pipeline and production priorities.

Lavner Education

Seattle, Washington

IT Intern / Instructor

Summer 2023

- Taught music production, sound design, and game design fundamentals; translated technical workflows into step-by-step lessons.
- Built lesson plans and project templates; supported hardware/software setup, equipment prep, and troubleshooting.
- Collaborated with instructors in a fast-paced environment; resolved technical and interpersonal issues in real time.

XBOX Game Camp

New Orleans, Louisiana

Participant - Composer and Sound Designer

Spring 2022

- Created music and SFX assets for a game concept; iterated based on feedback in a multidisciplinary team setting.
- Collaborated with a multidisciplinary team through a rapid prototype cycle (feedback, iteration, final delivery)

Freelance

Remote

Visual Media Composer / Sound Designer

Fall 2022 - Present

- Collaborated with a team of composers to create original soundtracks for feature-length films.
- Communicated with director to translate creative vision into a dynamic score in Cubase; delivered cues and stems to spec.
- Completed deliverables in a timely and professional manner while under a strict deadline.

PROJECTS

Astrohaulers

- Presented at the Seattle Indies Expo 2024 as a featured title.
- Led audio for Astrohaulers, coordinating with art/design to define requirements, priorities, and implementation needs.
- Composed level-based music cues and transitions; delivered stems/loops for interactive playback.
- Designed SFX via recording/synthesis; edited and processed assets for in-game events (UI, interactions, gameplay states).
- Integrated audio in FMOD + Unity using event routing and parameter control to support state-based playback.

Dig Deeper

- Delivered music and SFX under a game-jam deadline; collaborated with the team to iterate quickly and hit submission requirements.
- Supported rapid prototyping by contributing design ideas aligned with scope/time constraints.
- Created retro-style music/SFX in FamiTracker and integrated into Godot for gameplay playback.

Lofi and Retro SFX Starter Pack

- Designed and packaged synthesized SFX for a Unity Asset Store release; produced demo assets and documentation.

EDUCATION

Loyola University New Orleans

New Orleans, Louisiana

Bachelor of Arts, Music Industry Studies

- *Magna Cum Laude*