

Corey Furber

Sound Designer

Contact

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Demo Reel Site

coreyfurber.wixsite.com/cfcsounddesign

Experience

SkewSound LLC: Sound Designer

Jan 2022-Mar 2022

Jan 2023-Present

-Designing custom sound assets for multiple games using originally recorded and purchased library assets. Assets created include mele/magic/other abilities, ambience, foley, voice over and spearheading audio design for Atom Eve game. Working with Audio Leads to develop perfectly tailored assets.

Starlogic Studios: Sound Designer/Composer

Sep 2023-Present

-Composed soundtrack for menu and gameplay. Working with Audio lead to iterate and complete assets.

Terrible Posture Games: Composer

2022

-Composed two music tracks for in-development game

Lambda D: Sound Designer

Dec 2022-Feb 2023

-Designed audio for the film project
DIEBORN: Covert Black trailer. Includes foley, vehicle and weapon design.

Education

Richland College: 2007-2008 Dallas, TX

Music major, Drums and percussion focus

Skills

Specific Skills:

-Sound Design, Audio Production, Foley, Field Recording,
-Reaper, Cubase, Logic, Ableton, Wwise, Unreal Engine 4, Unity.

Additional Skills:

-Music Composition, Recording and Mixing, Voice Over, Digital/Traditional Art, Creative Story Driven Writing, World Building, Wood Working, Leather craft, Photography, Film

Shipped Games:

**Invincible Presents: Atom Eve, Nov 14 2023
Smite**

As well as several titles still in development

References

Nicholas Kallman

-Founder, Principle Sound designer
SkewSound LLC, Portland Oregon
-Senior Advanced Sound Designer
ProbablyMonsters, Bellevue Washington
(207) 841-8699
nick@skewsound.com

Ricky Meisner

Technical Sound designer,
Gearbox Software, Dallas Texas
(512) 745-0389

Chris Wilson

-Founder, Sound Designer/Composer
SkewSound LLC, Portland Oregon
-Audio Lead,
ProbablyMonsters, Bellevue Washington
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