

ADRIANE KUZMINSKI

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Sound designer with a passion for creating engaging, accessible audio experiences by applying interaction sound design principles, fostering team communication, listening to community insight, and minimizing bottlenecks within the production process

FREELANCE EXPERIENCE:

Producer for Team Audio *Jan 2018 — Present*

- Vet talent, coordinate workloads, and attain clients as part of Leadership Team; Wwise implementer on *Brawlhalla*

Content Creator for A Sound Effect, Soundlister *Feb 2016 — Present*

- Interview sound designers and write weekly content; provide editing, HTML formatting, and multimedia services

Accessibility Consultant *Mar 2015 — Present*

- Advise developers at imitone LLC, PhET Interactive Simulations, BBC Kids, Earplay, Inc., The Deep End Games, Blackout VR, and Open Steno Project on blind-accessible video games; connect professionals with blind gamers
- Write an Open Educational Resource for accessibility in game design education with the Game Accessibility Special Interest Group
- Present research on blind accessibility at GameSoundCon '17, GAConf '17, CarouselCon '17, and MIGS '18

Sound Designer *Nov 2013 — Present*

- *A Hero's Call* by Out of Sight Games: Dialogue Editor
- *Frequency Missing* by The University of Skövde: Dialogue Editor, Script Localization Editor, American Talent Coordinator
- *Half* by Earplay, Inc.: Dialogue Engineer and Editor

Film Editor, Digital Production Lab Assistant *May 2010 — Mar 2013*

- *Danny Says* by Brendan Toller: Segment Film Editor
- Edited 18 student television segments and short films while attending Emerson College

MILITARY EXPERIENCE:

US Army Reserves, Staff Sergeant Promotable *Feb 2010 — Present*

- **Drill Sergeant:** Responsible for the training and well-being of 60 recruits at Basic Combat Training units around the US and the readiness and career mentorship of 9 Drill Sergeant Candidates
- **Human Resources / Operations:** Conducted Top Secret (TS-SCI) video conferences for the Deputy Commander of the US European Command, supported interagency exercises, maintained sensitive information systems, and ran annual Soldier Readiness Processing programs
- **Current Additional Duties:** Victim Advocate, Unit Prevention Leader, Drill Sergeant Candidate Leader, Duty Retention Representative, and Drill Sergeant for the Connecticut Guard Recruit Sustainment Program

US Army Active Duty, Sergeant *Jul 2005 — Sept 2008*

- **Army Musician:** Performed as a clarinetist and percussionist for ceremonies, parades, tours, and concerts with the Korean Army Band and local high schools in Arizona and South Korea
- **Additional Duties:** Administrative Specialist, Better Opportunities for Single Soldiers Representative, Mail Clerk, and Volunteer English Classroom Instructor for a Korean elementary school in Uijeongbu

EDUCATION:

Emerson College '12, Boston, MA

BA: Visual & Media Arts,
Post Production (Cum Laude)

VOLUNTEER WORK:

The Audio Mentoring Project

Apr 2017 — Present

Steer and collaborate on project direction; coordinate 25 mentorships; advise mentors and mentees; improve efficiency of processes; advocate for mentorship

Designing Sound

July 2015 — Present

Interview sound designers; write news pieces; edit articles

The AbleGamers Charity

Apr 2014 — Jun 2017

Ran booths at 10 games conventions and Abilities Expos from Boston to DC

Middletown Adult Education Center

Dec 2013 — May 2015

Assisted ESL classes for 3 to 6 hours a week

SKILLS:

Experienced in Reaper, Pro Tools, iZotope RX 5, Wwise, and Unity; applicable knowledge of C#, C++, and Unreal Engine 4

REFERENCES:

Bryce Johnson

Inclusive Lead at Microsoft Hardware

Ariel Gross

President of Team Audio

Steven Spohn

COO of AbleGamers

Ian Hamilton

Game Accessibility Specialist

Asbjørn Andersen

Founder of A Sound Effect, Soundlister

Dren McDonald

Founder/Director of nerdtracks

Shaun Farley

Sound Editor at Skywalker Sound

Contact info available upon request