

Olive Haugh (they/them)

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EDUCATION

2022 B.M. in Music Composition and Technology, B.S. in Theatre; **Northwestern University**, Evanston, IL
Studied with Tommy Rapley, Jay Alan Yim, Chris Mercer, and Alex Mincek; GPA: 3.73/4.00

SKILLS

Software: Adobe Suite, Reaper, Pro Tools, Logix Pro X, Ableton, Finale, Sibelius, Max MSP, Wwise, Da Vinci Resolve, Waves Plugins, Izotope Plugins, Native Instruments Plugins, Antares Plugins, Spitfire Plugins, Unity, Unreal, Vocaloid/Piapro Studio, IEM Plugins, QLab, Airtable

Audio: Mixing/Mastering, Midi Transcription, Foley, Concert and Studio Recording/Engineering, Orchestration, Arranging, Ambisonics

RELEVANT EXPERIENCE

Code Coven Intro to Game Making in Unreal Engine, Remote

Scholarship Student October 2022 – December 2022

- Studied the fundamentals of Unreal including blueprinting, UI editing, working with Git repositories, designing levels, and integrating assets
- Collaborated with peers to develop a game project based on cryptography puzzle mechanics

The Delve Podcast, Remote

Audio Editor and Sound Designer, September 2022 – Present

- Composed, mixed and mastered the intro music for the current season of The Delve (season six)
- Edited and re-mixed podcast audio to create highlight videos released for YouTube; including developing supplemental music and sound design for the video content and title cards

Thinking Through Glass – Video Game, Evanston, IL

Game Developer, May 2022 - June 2022

- Developed a work of interactive fiction built in Twine which included writing a branching narrative, producing all music and audio, and developing visuals using multiple AI art-generation programs

Northwestern University Music Technology Department, Evanston, IL

Technology Storage and Recording Assistant, September 2021 – June 2022

- Served as the recording engineer for composition department concerts as well as a Pro Tools recording/technical assistant for select musical projects of department head Christopher Mercer

Sound Arts and Industries Department Coursework, Evanston, IL

Video Game Developer and Audio Designer, January 2022 – March 2022

- Trained in the theory of Ambisonics and learning to record and work with the IEM plugin suite
- Developed an interactive virtual reality game prototype incorporating self-produced ambisonic audio

Talking Bones - Video Game, Evanston, IL

Developer and Audio Designer, January 2021 – March 2021

- Developed and programmed the game in Unity; combining spatialized audio environments, branching dialogue options built in Yarn Spinner, and sculptures designed in Medium by Adobe

NYU Summer Scoring Workshop (Video Game and Advertising Music), New York, NY

Auditor, June 2020 – July 2020

- Attended lectures on using audio middleware Wwise and how to integrate it into Unity game projects