

# Roger Bush

Vancouver, BC • 905-932-7853 • [rogerbushaudio@gmail.com](mailto:rogerbushaudio@gmail.com) • [linkedin.com/in/rogerbushaudio](https://www.linkedin.com/in/rogerbushaudio)

Portfolio: [rogerbushaudio.com](http://rogerbushaudio.com)

## PROFILE

Audio designer and electronic music producer specializing in high-impact, stylized sound design and interactive audio for games. Adept at leveraging advanced synthesis, precise audio editing, and middleware to build immersive, world-class gameplay experiences. Proven ability to collaborate closely with technical audio pipelines to bridge the gap between creative vision and seamless engine implementation.

## GAME PROJECTS

### **The Broken Hero (PC) | Sound Designer & Composer**

- Collaborated tightly with technical sound designers and the programming team to ensure dynamic audio transitions, cohesive aesthetic integration, and stable engine playback.
- Composed and produced original music for a 3D/2D hybrid Greek mythology platformer, enhancing the narrative shift between physical 3D environments and 2D fresco worlds.

### **Robo Rapture (PC) | Sound Designer & Audio Integrator**

- Designed and implemented highly stylized, dark-comedy sound effects for mechanical units, UI, and environments in a turn-based strategy game built in Unity.
- Created an interactive, adaptive music system that responds dynamically to combat states and player actions.
- Managed the end-to-end audio pipeline from asset creation through to engine integration, ensuring optimal mixing and clear player feedback.

## PROFESSIONAL EXPERIENCE

### **Electronic Music Producer & Live Performer | Independent | 2022 - Present**

- Design complex, bass-heavy electronic soundscapes and original music, emphasizing advanced synthesis and audio manipulation.
- Perform live at major international events (e.g., Lost Lands), executing high-pressure live mixing alongside established industry artists.

### **Audio Designer | Independent | 2016 - Present**

- Design and produce original, layered sound assets for interactive and creative applications using professional DAWs.
- Apply advanced sound design techniques to enhance interactivity, clarity, and emotional impact across various media projects.

## SKILLS

Reaper • Pro Tools • Ableton Live • Wwise • FMOD • Sound Design • Editing • Mixing • Foley • Field Recording • Asset Layering • Game Audio Implementation

## EDUCATION

### **Diploma in Sound Design for Visual Media**

Vancouver Film School, Vancouver, BC • 2025 – 2026

## REFERENCES

**Brad Hillman** – Program Head, Sound Design, Vancouver Film School • [bhillman@vfs.com](mailto:bhillman@vfs.com)

**Jesse Barden** – Sound Design Instructor, Vancouver Film School • [jbarden@vfs.com](mailto:jbarden@vfs.com)

**Alfonso Salinas** – Audio Director, Shell in the Pit • [asalinas@vfs.com](mailto:asalinas@vfs.com)