

Brendan Julian

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Experience

Deathgrip - Reclaim Interactive - Sound Designer | Remote Position | 07/2024 - Current

- Design & implement sound for racing game
- Design Wwise & Unity audio systems, create and mix original assets
- Collaborate with programming team to translate artistic needs into technical processes and vice versa
- Deliver core audio features that increase player enjoyment and communicate valuable gameplay feedback
- Delivering and receiving constructive feedback from collaborators
- [Company Website](#)

San Diego State University, College of PSFA - Instructor & Lecturer | San Diego, CA | 08/2022 - Current

- TFM 321 Sound Design for Film and Television
- TFM 521 Advanced Sound Design for Film and Interactive Media
- TFM 327 Film and Video Editing
- Instruct students on modern sound design techniques and trends, organize semester lesson plans & build collaborative relationships with students to create a safe and effective learning environment

Linolith - Patrick Traynor - Sound Designer & Composer | San Diego, CA | 03/2022 - 05/2022

- Develop original samples and synthesis for commercially-released puzzle game, implement in-engine with Godot
- Wrote and produced original score
- [Steam Page](#)

The Girlies (2024) - Risky Pixies - Sound Designer & Re-Recording Mixer | 01/2024 - 04/2024

- Looney Tunes-style live-action comedy short film
- Processed stems through virtual tape machines to evoke classic 40s's era animated serials
- Official Selection: Phoenix Film Festival 2025, Official Selection: Chattanooga Film Festival 2025, Boise Treefort Music Fest 03/2025, HollyShorts Monthly Screening Selection 12/2024

Starscream OVA (2022) & Arcee Dreams of Daicon (2023) - 87Render - Sound Designer, Composer & Re-Recording Mixer | 01/2022 - 03/2023

- Collaborated with animators on two 5-minute action Blender-animated short films
- Original anime-style synthesis, dialogue processing and scores, delivered final mix for streaming
- 2.2 million combined views

Education and Training

2020 - 2023

San Diego State University

Master of Fine Arts in Film Production
San Diego, CA

2015 - 2017

Central Film School London

Bachelor of Arts in Film Production
London, UK

Skills and Interests

- DAWs: Pro Tools, Ableton, Logic, Reaper
- Middleware: Wwise, FMOD
- Game Engines: Unreal 5, Unity
- Hobbies: musical composition and production, guitar playing, filmmaking, model-making