

## Andy S. Bayless

### Audio Designer

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Seattle, WA 98101



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## EXPERIENCE

- “Gunship”, Arcade Shooter Interactive Audio Demo, Composer/Sound Designer  
All original music and sound effects for arcade shooter game  
(2006)
- “Deep Space”, Platformer Interactive Audio Demo, Composer/Sound Designer  
All original music and sound effects for adventure platform game  
(2006)
- “Bug Spray!”, Comical Shooter Interactive Audio Demo, Composer/Sound Designer  
All original music and sound effects for comical shooter game  
(2006)
- “Darkest Hour”, FPS Interactive Audio Demo, Composer/Sound Designer  
All original music and sound effects for first-person shooter game  
(2005)
- “Fantaasia”, RPG Interactive Audio Demo, Composer/Voice Editor/Voice Actor  
All original music, voice direction and editing for role playing game  
(2005)
- “Thunder of Conquest”, Action Interactive Audio Demo, Composer/Sound Designer  
All original music and sound effects for action game  
(2005)
- “Land of Legends”, Commercial PC Game, Composer/Sound Designer  
All original music and sound effects for fantasy-strategy game  
\*Developed by Tiny Hero Game Studios, Published by Shrapnel Games  
\*Independent Games Festival 2005 Competitor  
(2004)
- “Decedent Estate”, (Half-Life Modification), Contributing Composer  
Original music for survival-horror game  
(2004)
- “Project Genesis”, (Half-Life Modification), Contributing Sound Designer  
Original sound effects for first-person shooter game  
(2004)
- “Well Done”, (Animated student short film), Composer/Sound Designer  
All original music and sound effects for student animation  
(2004)

\*Continued On Page 02\*

**SKILLS**

Audio

Music Composition  
Sound Effects Design  
Foley Design  
Voice Direction

Computer

Cubase  
HALion  
Sound Forge  
3D Studio Max

Personal

Dedication  
Enthusiasm  
Team Player  
Gamer

**AFFILIATIONS**

- Seattle Composers Alliance (SCA)
- Game Audio Network Guild (GANG)
- International Game Developers Association (IGDA)
- Broadcast Music Incorporated (BMI)

**EDUCATION**

AAA, Art Institute of Seattle, December 1999  
Major: Computer Animation

\*Portfolio Available Upon Request\*