

Justin Mullins

Employment

2016-Present

Composer and Audio Designer

Self Employed

- Audio Director on [City of Brass](#) – compose, design and implement all music, sound effects and voice over for game and promotional trailers
- Electronic music composition for [Coordinate: Collaboration Beyond the Algorithm](#) Clan Analogue's 50th Release
- Composer for [Swing Racers](#) video game

2012-2015

Audio Lead

2K Australia

- Audio Lead on [Borderlands: The Pre-Sequel!](#) – managing all Music, SFX and VO
- Musical score composition for [BL:TPS](#) and [Claptastic Voyage](#) DLC
- Audio recording, design and implementation for multiple levels and systems in [Bioshock Infinite](#)
- Console optimisation for audio in [Bioshock Infinite](#)
- Training, management and scheduling of local audio department staff and contractors
- Voice over recording and editing

2009-2011

Audio Lead

2K Marin

- Sound effects director and technical audio lead for [The Bureau: XCOM Declassified](#), including public live game presentations and trailer sound design and mixing
- Training, management and scheduling of audio department staff – local and remote
- Audio design and technical documentation for projects, processes and equipment
- Interface with all other department leads and internal and external staff, including cross continent, to achieve highest quality in the above
- Audio design and implementation for multiple levels in [Bioshock 2](#)

2006-2009

Audio Designer

Irrational Games/2K Australia

- Design and implement audio for [Bioshock](#), including level ambience, scripted scenes, general sound effects and bug fixing
- Oversee PC audio development for [Bioshock](#)
- Design and implement audio to support [XCOM](#) pre-production, publisher deliverables and presentations

Lecture Appearances

2013

Wwise European Tour

Hamburg and London

- Present extensive lectures to game industry professionals on the audio for Bioshock Infinite and Wwise software including Q&A sessions

2013

Guest Lecturer at Canberra Institute of Technology (CIT)

Canberra

- Present a 1.5 hour introductory lecture on game audio to music industry students at CIT

Technical Expertise

Audio production software on PC and Mac platforms inc Pro-Tools and most other DAWs

Voice over recording and direction

Field recording

Software development - Unreal Engine, Wwise and Fmod game audio middleware, Perforce version control

Shipped Titles

City of Brass (2018) Xbox One, PS4, PC

Coordinate: Collaboration Beyond the Algorithm (2017) Clan Analogue

Swing Racers (2016) iOS

Borderlands: The Pre-Sequel! (2014) Xbox 360, PS3, PC

Claptastic Voyage DLC (2015) Xbox One, PS4, Xbox 360, PS3, PC

Bioshock Infinite (2013) Xbox 360, PS3, PC

The Bureau: XCOM Declassified (2013) Xbox 360, PS3, PC

Bioshock 2 (2010) Xbox 360, PS3, PC

Bioshock (2007) Xbox 360, PS3, PC

Education

Bachelor of Fine Arts (Sound Design)

2005-2006 (Incomplete)

Queensland University of Technology, Kelvin Grove, QLD

Certificate IV in Renewable Energy Technology

2002

Cooloola Sunshine Institute of TAFE, QLD

Awards

Best Audio: Game Developer's Choice Awards (Bioshock)

Audio of the Year: Game Audio Network Guild (Bioshock)

Sound Design of the Year: Game Audio Network Guild (Bioshock)

Referees

Available on request