

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 – Pro Tools, Ableton, Max

Voice over recording and direction

Field recording and editing

Software development tools - Unreal Engine, Wwise, Perforce, Jira, Favro, Slack

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 Creative Industries (Music and Sound)

2019

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 2013 (Bioshock Infinite)

Outstanding Sound Design: D.I.C.E. Awards 2007 (Bioshock)

Best Audio: Game Developer's Choice Awards 2007 (Bioshock)

Referees

Available on request