ASHLEY BURKART

SKILLS & SOFTWARE

- Audio & Sound Design: Ableton, ADR, AVID, Composition, Editing, Field Recording, Foley, Izotope, Live Sound, Logic, Mixing & Mastering, Producing, Pro Tools, Scream, Sound Design, Studio Recording, Reaper, Wwise, Perforce, Sublime, Soundminer.
- Photo & Video: Adobe Creative Suite (Photoshop, Premiere, Illustrator, Indesign), Final Cut
- Additional Software: Charter, Episerver, Google Suite, Jira, Microsoft Office Suite, Perforce, StorNext, Mac/PC OS, Maya , Blender, VS Code
- Languages : Java, C++, Python, JQL, Lua

EXPERIENCE

Quality Assurance / Development Support | Naughty Dog | Santa Monica, CA
October 2024 - Present

- Pioneered audio automation through programming and proprietary development tools.
- Built Jira dashboards using JQL to monitor testing progress and identify project trends.
- Created and maintained test cases for audio systems and technical features.
- Edited AI navigation mesh & splines
- Train and mentor team members on audio technical tools, systems, and workflows..
- Audio development support

Sound Designer/ Recordist | Freelance | Los Angeles, CA
Nov 2023 - Oct 2024

- Recorded soundscapes, providing environmental audio for various projects.
- Created and implemented sound assets using Wwise
- Designed sound effects and worked with animators to achieve specific sound direction quickly for distribution.

Sound Implementer | Naughty Dog | Santa Monica, CA
May 2023 - Oct 2023

- Fluency in game audio integration (SFX & VOX) and technical sound designs.
- Worked in script adding in metadata for proper memory management & more.
- Programmed custom preset effects in script and through other proprietary tools.
- Exercised creative control in the placement and usage of sounds for animations

Quality Assurance Audio Lead / Development Support | Naughty Dog | Santa Monica, CA
June 2021 - May 2023

- Spearhead and support testing efforts for all audio-related aspects of Naughty Dog games.
- Collaborate with cross-functional teams to help develop and support audio and dialogue systems.
- Successfully onboarded 60+ new hires in the QA department by creating detailed documentation on identifying and reporting bugs, as well as educating them on our intricate systems.
- Improved project organization and progress tracking by updating and maintaining comprehensive test cases and dashboards via Jira & DevTrack.
- Mentored and led a team of 8 individuals across various projects.

EDUCATION

B.S. Music Business, Entrepreneurship & Technology | University of the Arts, Philadelphia, PA *(with a minor in Film & Video)*
Post Bacc Certification in CS Foundations | Drexel University Philadelphia, PA)