

# Joan Robertson

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## Experience

August 2024- Present

Arcvale, Tallahassee, FL

- Updated pre-existing proprietary sound system for the Unity game engine to play a variety of music based on other elements within the project.
- Communicated with other team members on a regular basis about future modifications to ensure efficiency.
- Standardized workflow for fellow sound specialists within the team for ease of sound implementation.

June 2014- Present

CMYK Laboratories, Tallahassee, FL

- Directed voice providers for proper sample recording.
- Managed all projects independently for lengths anywhere from 2 days to 4 years.
- Presented clear demonstrations by mixing audio to emphasize the strengths of the music libraries being demonstrated.

## Education

*Florida State University*, Tallahassee, FL

Expected May 2025

**Bachelor of Science in Information, Communication, and Technology**

Minor: Innovation

3.7 Current GPA

Coursework: IDS2141- Innovation and Emerging Technologies, LIS3353- Information Technologies

*Tallahassee Community College*, Tallahassee, FL

May 2022

**Associate of Science Degree in Digital Media**

3.7 GPA

Coursework: DIG2251C- Digital Audio I, DIG2000- Introduction to Digital Media

## Skills

Hard Skills

- FL Studio
- Unity sound implementation
- Audio software troubleshooting
- Audio hardware management and troubleshooting
- Microsoft Office
- Google Suite