# Pan-Pan Gou

Sound Designer for Entertainment

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## Education

**Carnegie Mellon University, Pittsburgh, PA**
- M.F.A in Sound Design, Class of 2025
- Received Frank-Ratchye Further Fund from the Frank-Ratchye Studio for Creative Inquiry

**University of California, Irvine, CA**
- B.A in Drama, Honors in Sound Design, Class of 2022
- B.A in Music, Classical Voice, Phi Beta Kappa for academic excellence

## Game Productions

**Sound Designer/Composer**, *Pittsburgh Glass Center: Virtual Glass Blowing*, Carnegie Mellon Entertainment Technology Center — Feb - Jun 2023

- Created 20+ sound assets from library sounds and personal foley recording
- Record and processed 50+ lines of dialogue utilizing Protools, Kyma, and Logic Pro
- Composed and mixed music
- Assists audio implementation in Unity
- *The game was awarded Gold Medal in Student Entries by the 2023 International Serious Play Award*

**Sound Designer**, *Envision*, Carnegie Mellon Entertainment Technology Center — Feb - Jun 2023

- Create 70+ sound assets  from library sounds and personal foley
- Edited and processed dialogues in Logic Pro
- Assists audio Implementation in Unreal 5
- Supervised utilizing preexisting music tracks

## Work Experience

**Sound Designer, Composer,** freelance/CMU/UCI — 2019 - present
- Designed soundscape, SFX, and music to support storytelling for 30+ theatrical productions, dance shows, films
- Designed Loud Speaker System and create CAD drawings
- Operation of digital/analogue sound console
- Collaborated with multiple design disciplines, director, performers
- Budget sound equipment purchase

**CLO Summer Sound Internship**, Pittsburgh Civic Light Opera — 2023
- Create SFX for 6 musicals
- Sound console and Qlab programming
- Manage sound equipment purchase
- Manage paperwork, script editing, tracking sheet , etc.

**Audio Technician**, Carnegie Mellon University — 2022 - present
- Engineer for venue load-in/out and delegate workforce
- Audio equipment maintenance, rigging, etc
- Audio mixing for live events

## Skills

- DAW: Logic Pro, Pro Tools, Audacity, Ableton Live
- Game audio implementation: Wwise, Unity, Unreal 5
- Kyma, Max/MSP, QLab, MuseScore
- Composition: cinematic, electronic, indie, classical
- Drafting: Vectorworks, SketchUp
- Language: English, Mandarin