

Sony Interactive Entertainment PlayStation  
Sony Electronics San Diego Headquarters  
16535 Via Esprillo  
San Diego, CA 92127

Dear Sony PlayStation:

I am thoroughly interested in the position of Sound Design Intern at the San Diego office location for the summer of 2020. I found it via Indeed.com, and feel as though it is a great opportunity to apply my intense interest in the field as well as test my adaptability to the dynamic demands of a fast-paced game development environment. As a fan of Sony Interactive's work, I both understand and appreciate the company's value in the modern context of video game creation.

My skills include hands-on experience with multimedia tools that span the Adobe Suite of products, as well as a personal dedication to making music and sound effects of all sorts for a wide variety of unique projects and games. My experience mixing and mastering songs for a trio of albums I released in 2019 increase my proficiency with both Adobe Audition and my choice of DAW, Acid Studio 7.0, to a masterful degree. During my time at Bradley University, my team contributions throughout multiple projects and game jams allows me to boast relevant communication and decision-making skills, all while under time crunches.

My résumé further describes my experiences in game development teams at Bradley and how my practical education will allow me to best acclimate to the team environment at Sony. I will always be up for new challenges and technology; from working with unfamiliar DAWs to implementing audio into engines like Unity, I can adapt my existing knowledge and learn new skills for the benefit of the entire team as well as myself.

If you need to know anything more about me or my experience, please call me at 507-396-3105 or send an email to [jhyland@mail.bradley.edu](mailto:jhyland@mail.bradley.edu). Thank you for your consideration and time.

Sincerely,

Jake R. Hyland

Enclosure: Résumé

Portfolio: <https://greyhillsproductions.com>

# Jake R. Hyland

## *-Sound Designer and Composer-*

**Greyhillsproductions.com**

Blooming Prairie, MN 55917 • 88928 325<sup>th</sup> Street

**jhyland@mail.bradley.edu • jakehyland001@gmail.com • (507) 396-3105**

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**Education** - Junior Year student in Bradley University's Game Design program. Expected Graduation Date is May 2021. GPA as of Spring Semester 2019: 4.0.

### **Experience and Projects**

- Released four full-length albums through Bandcamp.
  - *Guiding the Player* - Twenty-one video game-inspired pieces of music.
  - *Reincarnated* - A collection of past compositions remade with high musical theory standards in mind.
  - *Rebirthed* - A collection of musical experiments that push the boundaries of conventional theory and compositional practice.
  - *Rejected* - A collection of audio experiences that comes out of the blue, utilizing strange soundscapes and experimental synths.
- Participated in multiple Game Jam projects as a game and audio designer, resulting in the PC release of two games, one of which was featured at Dreamhack Atlanta's 2018 Student Game Showcase.
  - *Match-Ride Rescue* - Side-scrolling children's game showcased at Dreamhack Atlanta.
  - *Q-Ball* - Competitive and comedic soccer-like game with changing rules.
- Worked in student-based teams at Bradley University to develop both basic concepts and game projects while taking on multiple roles, such as: game designer, artist, level designer, voice actor, and audio designer.
  - *Yarnover* - Artist and level and sound designer for a relaxing puzzle game starring a cat.
  - *Cheese Chase* - Composer and sound designer for a competitive puzzle game.
  - *Oneiros* - Composer and sound designer for a psychedelic shoot 'em up.
  - *Dome Animation* - Composed music for a custom-made animation project created for the Peoria Riverfront Museum by Joe Stella, a fellow Bradley student.
  - *Dialogue Final Project* - Voice Actor for Animation Project created by Joe Stella.

### **Software Proficiencies**

- **Qualifications:** Acid Studio 7.0 • Adobe Audition • Unity
- **Additional Experience:** Kontakt 6 • Bosca Ceoil • Magix Music Maker

Dear Sony PlayStation:

Thank you for the interview opportunity next Thursday, and please extend my thanks to the entire design team at Sony Interactive for the potential to take part in something so near and dear to my early experiences with video games and their creation.

I am nothing but excited to learn more about the inner-workings of the PlayStation family and how I can contribute to the amazing work everyone there does. The position of Sound Design Intern is ideal for me, and I cannot wait for the experience of immersing myself in a fast-paced game development environment after our interview next week at the Sony Electronics office in San Diego.

If there are any questions I can answer, please let me know, and I will see you on Thursday at 3 P.M.

Thank you for your time,

Jake Hyland

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**Jake Hyland** | Sound & Game Design  
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