

EVEN SILENCE TELLS A STORY



SILENT ARC

**FREELANCE  
PACKAGE**

# WHO WE ARE

*Silent Arc* is an independent audio postproduction studio with members located in the United States, Canada, Mexico and Turkey, each with ample understanding of the entertaining, accurate, and technical aspects of sound.

# OUR VISION

We aim to provide an excellent postproduction service to independent and major film and video game studios as we continue to nurture our talent in every aspect of our workflow, sound editing specializations, and areas of opportunity with an open mind.

# OUR MISSION

Whether for video games or film, we aim to inject the sonic quality that any audiovisual project deserves, focusing on delivering expected results tied to our most important priority: your creative vision.

# CORE VALUES

Here at *Silent Arc*, we value teamwork, creative freedom, creative empathy, open, precise, and effective communication with peers and clients; adaptability, service, constructive criticism, excellence, continuous improvement, trustworthiness, and social responsibility. The story comes first.

**MEET OUR  
STAFF!**



# WESLEY CHANG

**CODENAME:**

EOS

**ROLE:**

DIALOGUE EDITOR

**SECONDARY ROLES:**

SOUND DESIGNER, MIXER, FIELD  
RECORDIST

**SOUND DESIGN FIELD:**

MAGIC, SCI-FI, VOICE OVER

## PROFILE

Silent Arc's titan of dialogue editing, processing, and cleanup. Wes excels at bringing quality to any audiovisual project through its primary essence: the story. Wes also has great talent at using his raw recordings as source for his sound design endeavors with breathtaking results.

Wes has gone through great lengths to enhance his sound design journey with personal re-designs of League of Legends, Teamfight Tactics, and Destiny.

## SKILLS

- Dialogue Editing
- Magic Sound Design
- Sci-Fi Sound Design
- Voice Acting
- Amazing Social Skills
- Critical Thinking & Problem Solving
- Great Cater with the Client
- Precise Mixing Techniques
- Amazing Determination

## SOFTWARE





# ANDY ZHOU

**CODENAME:**  
STARBURST

**ROLE:**  
SOUND DESIGNER

**SECONDARY ROLES:**  
T. SOUND DESIGNER, AMBIENCE  
DESIGNER, FOLEY EDITOR

**SOUND DESIGN FIELD:**  
MAGIC, SCI-FI, MECHS

## PROFILE

A natural sonic supergiant. Andy packs an exceptional sound design ability with a 1:1 ratio of audiovisual coherence. Name a color, and Andy will deliver a dynamic palette.

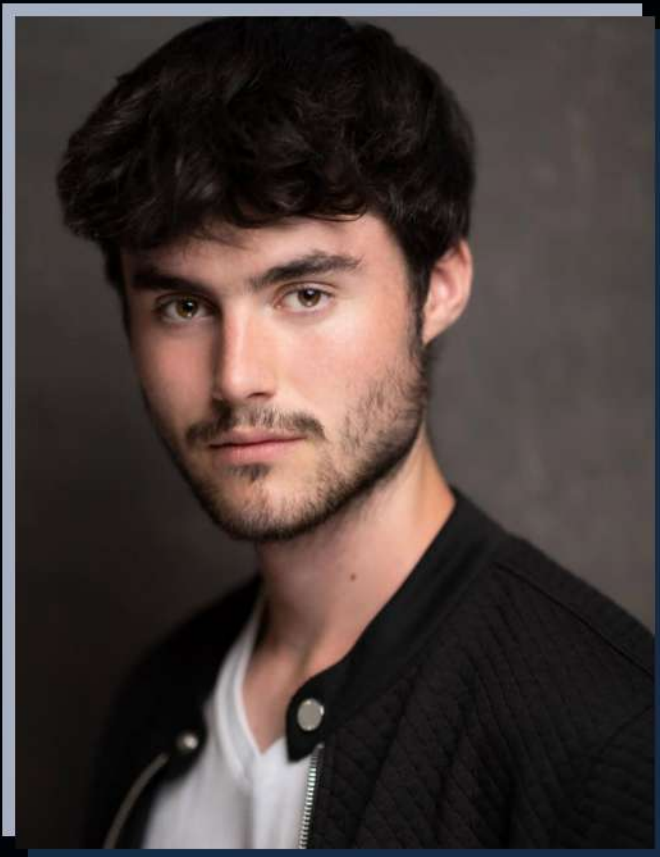
Along with previous collaborations with Vancouver Film School's Game Design program student projects, Andy has worked on personal and academic projects that include re-designs of Arcane, League of Legends, and Teamfight Tactics.

## SKILLS

- Visual Narrative Understanding
- Wide-ranged Sonic Versatility
- Tonal Control & Bending
- Excellent Collaboration Skills
- Critical Thinking
- Open to Feedback
- Precise Sound Layering Techniques
- Accurate Sequencing

## SOFTWARE





# AIDEN SUTCLIFFE

**CODENAME:**

HELIOS

**ROLE:**

SOUND DESIGNER

**SECONDARY ROLES:**

FOLEY RECORDIST, DIALOGUE  
EDITOR, AMBIENCE DESIGNER

**SOUND DESIGN FIELD:**

MAGIC, SCI-FI, CREATURES

## PROFILE

Aiden is a thorough sound designer that excels in all of his fields. With an affinity with magical and futuristic worlds, Aiden will make sure your project shines bright. With a knowledgeable and thorough combination of punchy textures with clear and distinguishable features, Aiden is a natural storyteller with a vision that goes beyond the stars.

Aiden has experience working on reality shows, video games, and enjoys developing his signature soundscape.

## SKILLS

- Comprehensive SFX Design
- Advanced Processing & Manipulation
- Dialogue Editing & Cleanup
- Mixing
- Wwise Implementation
- Unreal & Unity Audio Workflow
- Metadata Management
- Workspace Organization
- Python & C# for Audio Tools
- Magic, Sci-Fi, Creatures & Weapons

## SOFTWARE





# IAN SILVERMAN

**CODENAME:**

VOYAGER

**ROLE:**

TECHNICAL SOUND DESIGNER

**SECONDARY ROLES:**

SOUND DESIGNER, AMBIENCE DESIGNER, DIALOGUE EDITOR

**SOUND DESIGN FIELD:**

ROBOTS, SCI-FI, EXPLOSIONS

## PROFILE

Ian's sound design hits like a barrage of asteroids impacting a planet's surface. With punchy impacts, Sci-Fi soundscapes, and many carefully-picked layers, he is able to achieve a beautifully chaotic bright sound.

Ian is well versed in the technical side of audio implementation, having completed complex programming tasks such as functional character iterations, complex music systems, and excellent UI and HUD sonic identities for a set vision.

## SKILLS

- FMOD & Wwise Workflow
- Adaptability to Project Standards
- Unity & Unreal Audio Workflow
- Mixing
- Great General SFX Design
- Open to Feedback
- Voice Direction & Recording
- Programming Competency
- Documentation Focus and Tracking
- Robust Iterative Design Process
- Field Recording

## SOFTWARE





# DIEGO BARCENA

**CODENAME:**

AEON

**ROLE:**

MUSIC PRODUCER

**SECONDARY ROLES:**

SOUND DESIGNER, AMBIENCE  
DESIGNER, FOLEY EDITOR

**SOUND DESIGN FIELD:**

SCI-FI, PIXEL ART, CREATURES

## PROFILE

A music producer with the grandeur and sonic heaviness of a supermassive black hole. Diego is able to create musical soundworks specialized in Sci-Fi and futuristic settings as the main area of expertise. His sound design and Foley editing equals his music with exceptional quality, especially on projects with a pixel art aesthetic.

Diego is versed in both game audio and film, even having created musical mixes in a 5.1 configuration for better game immersion.

## SKILLS

- EDM Music Production
- Ableton Live Workflow
- Excellent 5.1 Music Configuration.
- Amazing Audio Technicality.
- Narrative Understanding.
- Great Narrative-Music Coalition.
- Pixel Art-Based Sound Design.
- Creature Sound Design.
- Sci-Fi-Focused Sound Design.

## SOFTWARE





# EMIR AYDINDOĞAN

**CODENAME:**

NEBULA

**ROLE:**

SOUND DESIGNER

**SECONDARY ROLES:**

T. SOUND DESIGNER, VOICE  
OVER, AMBIENCE DESIGNER

**SOUND DESIGN FIELD:**

COMBAT, CREATURES, WEAPONS

## PROFILE

Emir packs a heavy punch through heavy—yet elegant—sound design for fights. He is able to understand each character well enough to delegate the kind of sound they must come with. With a keen interest in designing complex soundscapes, Emir also excels at a wide range of endeavors.

Emir has previously worked with the Game Design campus with projects such as Robo Rapture and One More Dungeon.

## SKILLS

- Sci-Fi Sound Design
- Elemental Sound Design
- VO Designing & Editing
- Wwise & FMOD Workflow
- Unity Engine Audio Workflow
- Sound Effect Mixing
- Adaptability to Change
- Excellent Communication Skills
- Great Time Management
- Deadline Meeting Prioritization

## SOFTWARE





# JUAN DE STEFANO

**CODENAME:**

AETHER

**ROLE:**

SOUND DESIGNER

**SECONDARY ROLES:**

DIALOGUE EDITOR, DIALOGUE MIXER, MUSIC PRODUCER

**SOUND DESIGN FIELD:**

HORROR, STEAMPUNK, MAGIC

## PROFILE

A versatile sound designer with a keen interest in dark fantasy and cosmic horror. He is capable of understanding your project's creative vision way down to its core.

Juan has collaborated with a total of nine consecutive game projects from Vancouver Film School's Game Design program, one of which won Best Indie Game at Game Conference MX. His work included sound design, dialogue editing, Foley editing, and overall audio coordination among his sound peers.

## SKILLS

- Project Management
- Human Capital Management
- Ample Creative Empathy & Vision
- Adaptability to Project Standards
- Extensive SFX Design & Editing
- Granular Editing & Attention to Detail
- Gunshots & Car SFX Editing
- Dialogue Editing & Cleanup
- Voice Actor Directing
- Dialogue, Music & SFX Mixing
- Music Composing, Producing, & Editing
- FMOD Implementation & Workflow

## SOFTWARE



# **OUR SERVICES**

## **FILM**

**SOUND EDITING  
SOUND DESIGN  
DIALOGUE CLEANUP  
MUSIC PRODUCTION  
FOLEY RECORDING & EDITING**

## **VIDEO GAMES**

**SOUND DESIGN  
VOICE OVER RECORDING & DESIGN  
FOLEY RECORDING & EDITING  
MUSIC PRODUCTION  
TECHNICAL AUDIO WORKFLOW**

EVEN THE BRIGHTEST STARS  
ARE BORN IN SILENCE.