

KATE VAUGHN

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PROFESSIONAL SUMMARY

Detail-oriented professional with a strong blend of artistic and technical expertise. Skilled in communication and project management within fast-paced environments. Draws on experience in music production and sound design to create expressive, technically refined audio frameworks, while proactively learning new technologies.

SKILLS

- Audio engineering: production, recording, mixing
- Game audio implementation software: Unity, Wwise, FMOD, Unreal Engine, Max/MSP
- Mainstream DAWs: Pro Tools, Logic Pro, Cubase, Ableton, FL Studio
- Coding: Python, C/C++, HTML, CSS, JavaScript
- Experience with usage of LLMs for engineering projects
- Violin performance and recording
- Customer service
- Adaptability and versatility
- Technology support and troubleshooting
- Testing and technical documentation
- Bilingual: English/Japanese; JLPT Level N2 certified

WORK HISTORY

02/2019 to Current **Audio Editor and Sound Designer**

Self-employed – Utah, USA

- Designing audio systems and sound effects for games using industry-standard practices and software.
- Collaborating with engineering teams to optimize audio performance, investigate issues, and debug audio-related problems.
- Researching emerging audio technologies to enhance production capabilities.

02/2019 to 09/2025 **Student Support Engineer**

Berklee Online – Boston, Massachusetts, USA

- Provided technology support by phone and email to students and faculty.
- Troubleshot technical issues to enhance user experience and optimize system performance.
- Provided testing expertise for online learning platforms to improve student satisfaction. Documented technical processes for in-house developers.
- Collaborated with cross-functional teams to streamline processes and ensure timely resolution of support requests.

- 06/2018 to Current **Recording Artist: Violin**
Self-employed – Utah, USA
- Composing and producing original music across diverse genres.
 - Collaborating with producers and sound engineers to refine recordings.
 - Developing engaging live performances.
 - Teaching students performance, technical, and musical skills.

EDUCATION

- 05/2023 **Bachelor of Music: Music Production & Engineering**
Berklee College of Music
Bachelor's Degree in Music Production & Engineering, class of 2023
- 05/2018 **High School Diploma**
Weber School District - Utah

PROJECTS

- **Lucky Duckies**: Indie Video Game Sound Design, Winter 2026
- **INTERNSHIP: [Infinite Recording Studios](#)**, Reading, MA, 2020–2022
 - Booked clients and organized sessions, helped manage studio space, assistant production and engineering work.
- **[Sword of Atlas](#)**: Indie Video Game Sound Design, Spring 2022
- Audio Editor and Mixing Engineer for **[the “Dare Greatly Podcast”](#)** — Danielle Vaughn, Fall 2020 – Present
- Head Audio Engineer, violinist, and member of the administrative team for the Berklee Japanese Ensemble, Spring 2020 – 2022
- Board member, section leader, and co-concertmaster for the Berklee Motion Picture Orchestra, Spring 2019 – 2023

CERTIFICATIONS

- **Certified JLPT**, Level N2 - December 2022

LANGUAGES

日本語 Japanese

■■■■■ Full Professional

中文 Chinese (Mandarin)

■■■■ Limited Working

Русский Russian

■■■■ Limited Working

한국어 Korean

■■■■ Limited Working