

KATE VAUGHN

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PROFESSIONAL SUMMARY

Kate Vaughn is a graduate of Berklee College of Music, where she studied Music Production, Audio Engineering, and Sound Design for five years. She is a detail-oriented professional with a strong blend of artistic and technical expertise, skilled in communication and project management within fast-paced environments. She applies mastery of sound design to produce refined, expressive editing and immersion.

PERSONAL PROJECTS

1. [Sound effects for indie game “Lucky Duckies”](#) – Created the water (splash) sounds alongside a team for the independent student video game called “Lucky Duckies.” This project is still in development but planned to be released on Steam in 2026.
2. [Re-Sound of a clip from the game “Journey”](#) – Created and mixed all sound effects, and implemented them using Pro Tools, Summer 2021.
3. [Sound design for a clip of a monster](#) – Created ambience and sound effects using voice manipulation with various industry-standard plugins, implemented using Pro Tools, Spring 2021.
4. [Music re-imagined for a Droid X Commercial](#) – Created the score for a commercial clip using professional-grade virtual instruments and plugins in Pro Tools, Summer 2020.
5. [Re-Sound and Music for *Fast and Furious* Clip](#) – Created all sound effects, voiceover, and music for a clip from the film *Fast and Furious*, implemented using Pro Tools Spring 2021.

PUBLICIZED PROJECTS

1. Audio Editor and Mixing Engineer for [the “Dare Greatly Podcast”](#) — Danielle Vaughn, Fall 2020 – Present.
2. [Sound design for indie game *Sword of Atlas*](#): Created sound effects for characters’ weapons and attack sequences working alongside an audio team, Spring 2022.